Pablo PA Installation & User Guide

This guide is revision C

Copyright © Quantel Ltd 2001-2014

Quantel

Contents

Overview & Installation

Overview 1–2

PC Specification 1–3
Minimum 1–3
Typical 1–4

Installation 1–5
Trial License Only 1–5
- Step 1: Generate a Locking Code 1–5
- Step 2: Download Pablo PA Software 1–6

Full License Only 1–7
- Download Pablo PA Software & Dongle Drivers 1–7

Install the Software 1–7
Install the License 1–8

Initial Start-up 1–9

Settings 1–9
- Essence: Audio 1–9
- Essence: Video 1–10
- Gene Pool Connection (option) 1–10
- License 1–10

Closing & Restarting Software 1–11
Close 1–11
Restart 1–11

Using Pablo PA

Overview 2–2
Key Features 2–2

User Interface 2–3
Application Bar 2–3
The Desktop 2–3
- The ‘More’ Menu 2–3

copyright © Quantel Ltd 2001-2013

Contents

Applications 2–5

Edit Application 2–5
- Timeline Editing Features 2–6
- MLT FX 2–8

I/O Application 2–9
- Conform 2–9
- AAF Out 2–10
- Archive In/Out 2–10
- DCP Out 2–11
- Import 2–12
- Export 2–12

Soft-Mounting & Localising 2–14

Soft-Mounting 2–14
- Conform & Import Menu 2–14
- Archive In 2–15
- Essence Drivers 2–15

Localising 2–15
- How to Localise 2–15

Media Bins 2–16

- Bin Columns 2–17
- Searching Bins 2–17
- Wildcards 2–18

Settings Bin 2–19

Essence Drivers 2–20

Desktop Bin 2–20

Play-back 2–21

RAM Caching & Bandwidth 2–21

Typical 2D & 3D Performance 2–21

RED Media 2–21

Output 2–21

Stretched Clips 2–22

Genetic Engineering Integration 2–22

Using the <F1> Window 2–23

RED 2–23

Soft Seat 2–23

Contents

Appendices

Appendix A A–2

Keyboard Shortcuts A–2
- General A–3
- Configuration Window A–3
- Layout A–3
- Editing A–3
- Audio A–5
- Navigation & Playback A–6
- Undo & Redo A–7
- Bins A–7

Appendix B A–8

About This Manual A–8

Notices A–9
- Maintenance A–9
- Conventions Used A–9
- Text A–9
- Trademarks A–9

Disclaimer A–11

Helpdesk & Web Support A–11
- 24 Hour Helpdesk A–11
- Website & Downloads (manuals, drivers, plug-ins & software) A–11

NUGEN VisLM Plug-in Licensing A–11

DCP Out Licensing A–12

copyright © Quantel Ltd 2001-2013

Overview & Installation

Quantel

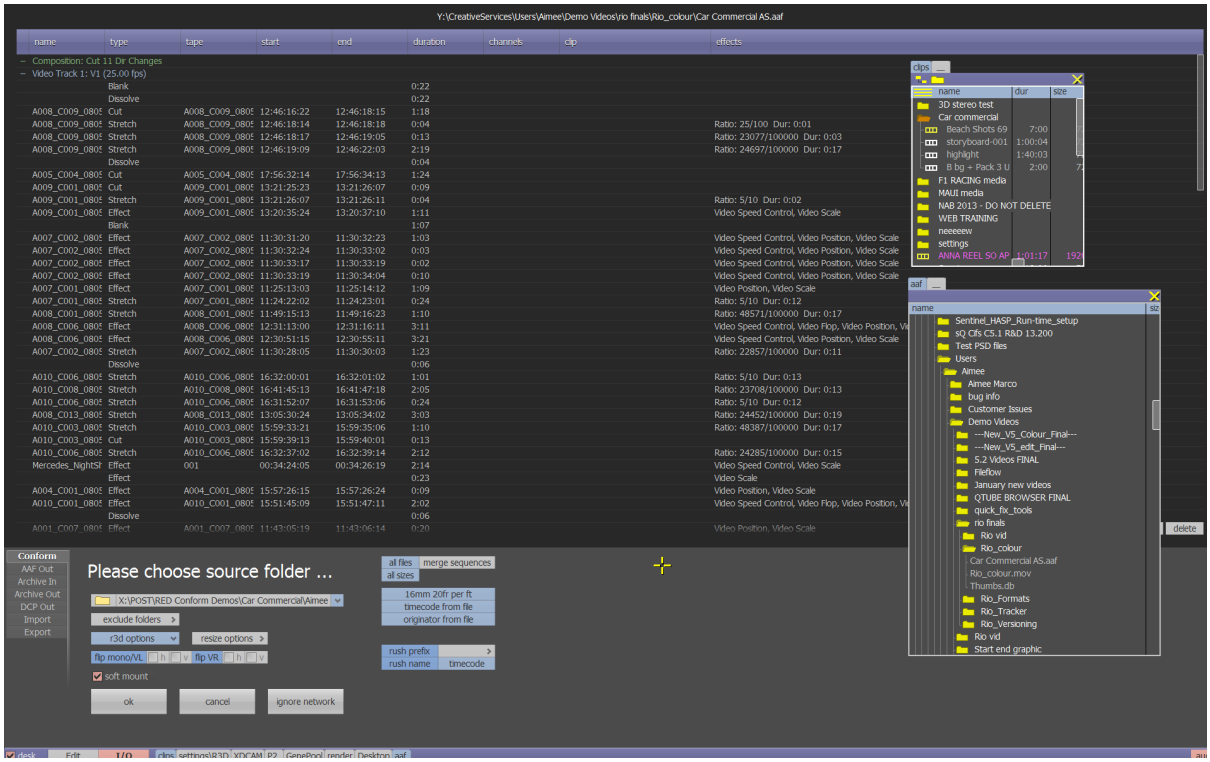
Overview

Pablo PA is a software product from Quantel that can installed on a customer supplied PC. Please note that the PC must meet the minimum specification described later in this guide. Pablo PA is primarily designed as an assist station for Quantel's high-end post platforms such as Pablo Rio. It handles the time-consuming preparation and non-client attended work which maximises the billable time in your main creative suites.

Pablo PA can be used in the following ways:

a Primarily as an assist station to Quantel platforms including eQ, iQ and Pablo Rio, allowing 2D and 3D media to be worked on outside of the main editing suite, resulting in increased efficiency. Pablo PA offers the full Pablo toolset and allows full project compatibility with the Pablo Rio range.

b In a standalone environment for users requiring Pablo PA's shot selection, AAF and EDL creation tools along with its transcoding functions. Pablo PA offers comprehensive file-based conforming tools, an excellent range of supported Digital Capture systems, high quality processing and a great range of proven Stereo 3D capabilities.



Pablo PA comes complete with the full Pablo toolset for color, MLTFX, import, export, conform and archive plus all the latest Stereo3D tools. The timeline handles multiple resolutions and makes viewing, choosing and assembling media fast and easy.

The Stereo3D tools can be used to technically fix S3D issues before the client attended session. For Quantel users only the metadata need move into the main suite making the process incredibly fast.

Pablo PA supports soft mount of RED, DPX, XDCAM and P2 media on external storage, so review and conform work can begin as soon as the media is available. AAF 'recipe' files

copyright © Quantel Ltd 2001-2013

contain links to the soft mounted media allowing the main system to start work instantly – no media needs to move.

Typical applications for Pablo PA include conforms, shot selection and file transcodes. Pablo PA can add color and effects set-ups. Its stereo toolset allows it to handle S3D fixes. It can produce file deliverables from master timelines. Whatever the application, Pablo PA's toolset provides professional capabilities that handle the complexity of post today and help you deliver great quality results.

Pablo PA is not designed to be an offline editor, although it can be used for shot selection. It cannot play-out to, or record in from tape. It does not support any SDI input/output cards or full frame video output. MLT FX can be used to pre-visualise effects, but its performance and render abilities are limited by the PC's capabilities.

PC Specification

Pablo PA uses NVIDIA's CUDA (GPU) processing - which uses all available GPU cores on any suported graphics card - to improve GUI update speeds and render performance.

Minimum

The minimum PC specification for Pablo PA V5.1 is as follows:

- Intel Core i7-3740QM CPU @2.7 GHz
- 8GB DDR3 1600MHz (2x4GB dual channel memory for speed)
- NVIDIA GeForce GT650M or Quadro card with the latest driver version:

  http://www.nvidia.com/Download/index.aspx

  (this needs to be a CUDA enabled card with minimum 1GB memory)
- Disk Drive SSD 500GB or larger or 7200rpm 500GB Hard Drive
- Windows compatible sound card
- 1000baseT
- Keyboard, mouse and 17 inch monitor (1920x1080 minimum)
- Windows 7 64bit Professional Operating System

Typical

The typical PC specification for Pablo PA V5.3 is as follows:

- Dual Xeon CPU - E5645 (6 Core, 2.40Ghz, 12Mb L3 Cache, 80W)
- 12 GB Six channel memory configuration recommended. Fit one DIMM in each CPU memory channel
- NVIDIA Quadro K4000, 3 GB GDDR5 SDRAM, CUDA enabled graphics card with the latest driver version:

  http://www.nvidia.com/Download/index.aspx
- SAS (15,000PRM) \ SSD \ RAID Array capable of delivering of up to 350MBs/sec for realtime 2K playback or 450MBs/sec for HD stereo playback
- Windows compatible sound card
- 1000baseT (Jumbo Packet support recommended)
- Keyboard, mouse and 17 inch monitor (1920x1080 minimum)
- Windows 7 64bit Professional

Pablo PA supports a RED Rocket card if installed in the PC.

copyright © Quantel Ltd 2001-2013

Installation

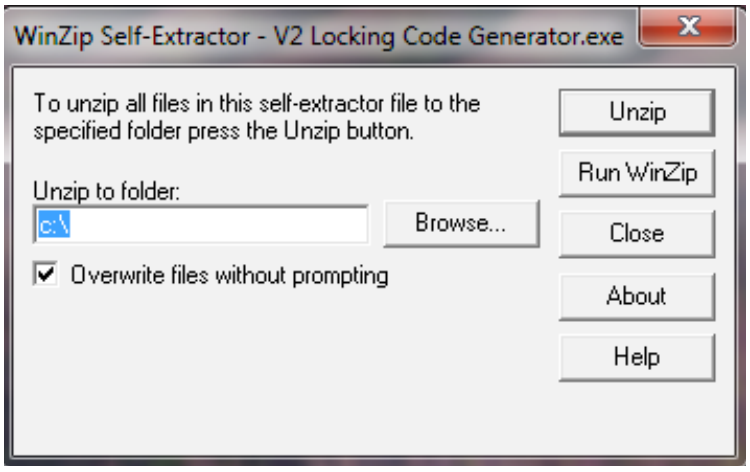
Trial License Only

The following does not apply if you have purchased Pablo PA software; start from the 'Full License Only' section.

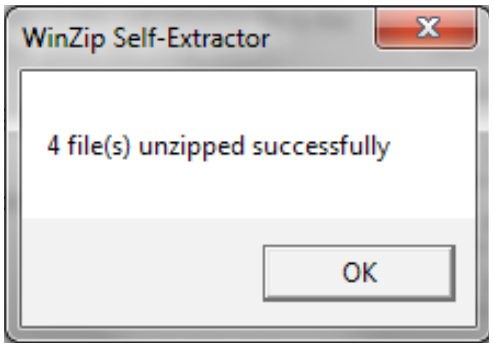
Step 1: Generate a Locking Code

To install the free 30 day trial Pablo PA software, a locking code needs to be generated against the MAC address of the PC and sent to the Quantel 24 Hour Helpdesk. Simply do the following:

1. On the Pablo PA PC, open a web browser and in the Address Bar enter:
   http://www1.quantel.co.uk/public/wbsr2.nsf/pubindex/PabloPALatest?OpenDocument
2. Open the Utilities link and download the **V2 Locking Code Generator.exe** file. When downloaded, double-click on the .exe file; it is self-extracting. The following window now appears:



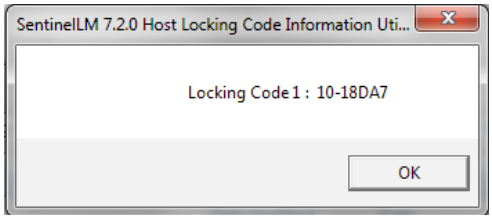
3. In the **Unzip to folder** field, check that the location is **C:**
4. Press **Unzip**



After a few moments, a pop-up displays '**4 file(s) unzipped successfully**'.

5. Make sure your PC is connected to a network; this is necessary in order to generate the code.

6 Go to the unzipped file location (**C:\V2 Locking Code Generator)** then double-click the **echoid32.exe** file.



After a few moments, a pop-up displays the locking code. Ensure the number starts with '**10-.....**'

7 Make a note of this code and send it to **pablopa@quantel.com**. Quantel Customer Support generates a free 30 day trial license and emails it to you**.**

Step 2: Download Pablo PA Software

1 On the Pablo PA PC, open a web browser and in the Address Bar enter:
http://www1.quantel.co.uk/public/wbsr2.nsf/pubindex/PabloPALatest?OpenDocument

2 The software consists of one **Pablo Rio V#.# rev # setup.exe** file and four **Pablo Rio V#.# rev # part.qpd** files (0, 1, 2 and 3): download these five files. Please note that all of these files must be kept in the same directory.

3 Now follow the instructions from step **1** in the **Install the Software** section on the following page.

This license expires 30 days from when the Pablo PA software is first run (ie not from the date of installation).

copyright © Quantel Ltd 2001-2013

Full License Only

Download Pablo PA Software & Dongle Drivers

If the Pablo PA software is purchased, a dongle (for security) and a CD containing the license is sent to you. To download the software, do the following:

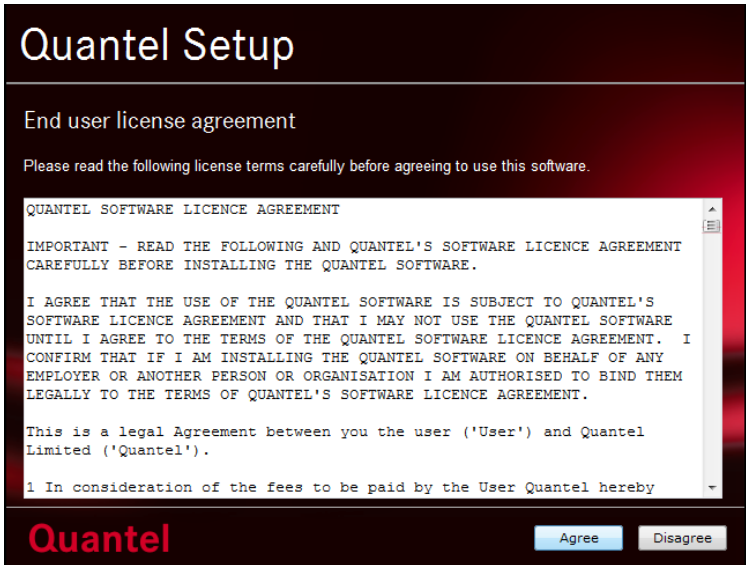
1. On the Pablo PA PC, open a web browser and in the Address Bar enter: http://www1.quantel.co.uk/public/wbsr2.nsf/pubindex/PabloPALatest?OpenDocument.
2. The software consists of one **Pablo Rio V#.# rev # setup.exe** file and four **Pablo Rio V#.# rev # part.qpd** files (0, 1, 2 and 3): download these five files. Please note that all of these files must be kept in the same directory.
3. To install the dongle drivers, open the **Utilities** link from the download page, and download the **Sentinel System Driver Installer.zip** file.
4. Double-click the downloaded zip file. Another window appears; double-click the **Sentinel System Driver Installer.exe** file.
5. Follow the on-screen instructions. If a **user account control** window appears, press **yes.** Press **finish** to exit the window.

Install the Software

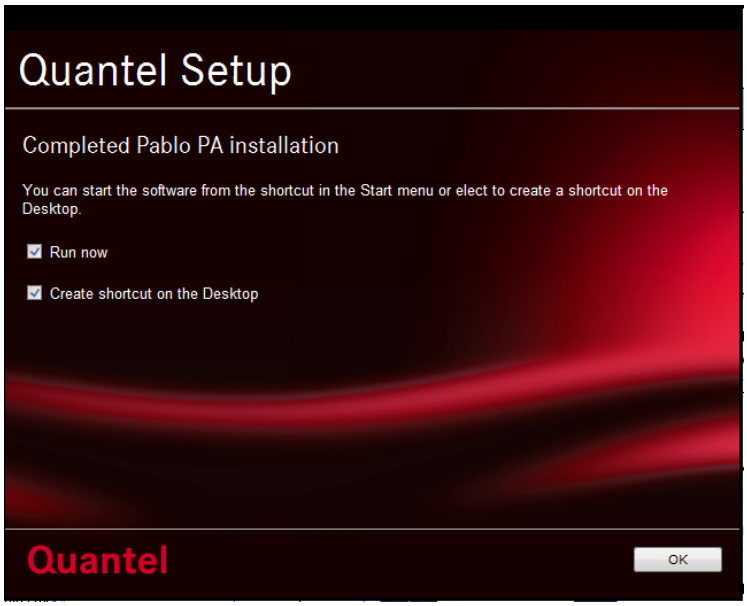
For both trial and full licenses, do the following:

1. On the Pablo PA PC, login as Windows **administrator** and double-click the downloaded **Pablo Rio V#.# rev # setup.exe** file (alternatively, right-click the exe file and select **run as administrator**).

2. The window on the left then appears. Select **Workstations** then **Pablo PA** from the product drop-down boxes as shown.
3. Press the **Install** button in the bottom-right of the window.



4 Read the end user license agreement, then press **Agree**. The software now installs: this may take a few minutes.



The window on the left appears stating that installation is complete.

5 Tick **create shortcut on the desktop**.

6 Press **OK** in the bottom-right of the window.

Install the License

Before running the software for the first time, the license needs to be installed:

1 In Windows create the directory **C:\Data\Licenses**
Note that 'licenses' must be spelt like this!

2 Place the supplied **lservrc.lic** license file in this directory.

copyright © Quantel Ltd 2001-2013

Initial Start-up

An initial start-up of the software is necessary to write the default settings in the registry. For initial start-up, right-click on the **Pablo PA V#** shortcut icon on the desktop and select **Run as administrator**. If a user account control window appears, press **yes**.

The software initiates and writes all the necessary registry settings. The software does not load completely as the license settings have not yet been setup. Press <Ctrl>+<F9> to close the software again.

Settings

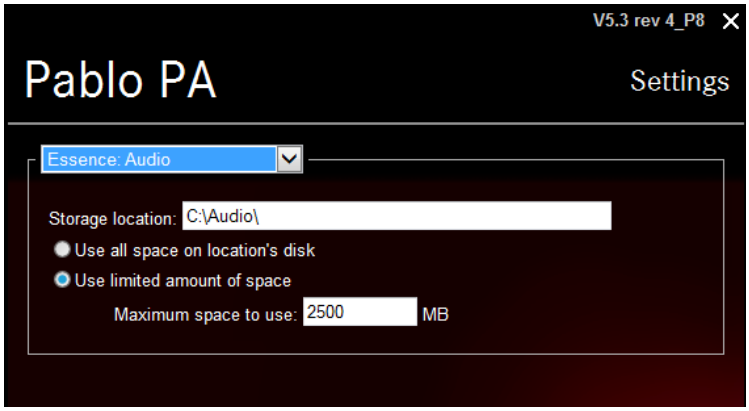
After downloading the software and installing the license, settings must be configured in the Quantel Settings menu. Note that some settings not described here are configurable based on user preference.

Running the Pablo PA software for the first time assigns default settings to some of the settings options in the Quantel Settings menu.

1 In Windows, navigate to: **Start – All Programs – Quantel – Pablo PA V# – Settings**.

2 Right-click **Settings** and then select **Run as administrator**.

Essence: Audio

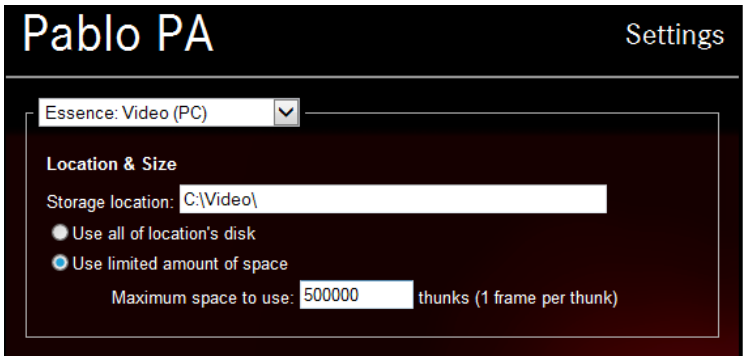


1 From the top-left drop-down box, select **Essence: Audio**.

The **Storage location** folder is **C:\Audio** which is created automatically on initial start-up.

2 Tick **Use limited amount of space**. A default maximum space to use is assigned on initial start-up. This can be changed to a sensible maximum number of MBs as needed.

Essence: Video

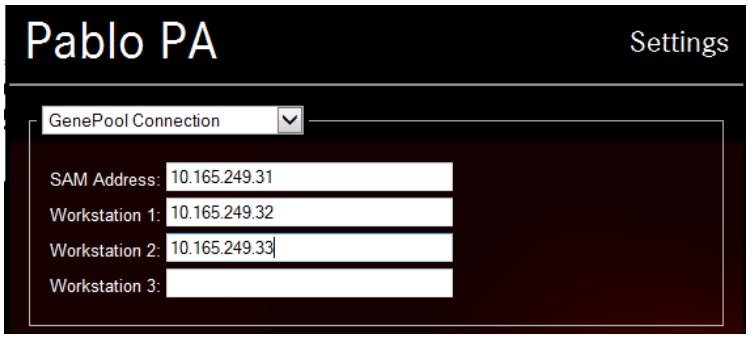


1 From the top-left drop-down box, select **Essence: Video (PC)**.

The **Storage location** folder is **C:\Video** which is created automatically on initial start-up.

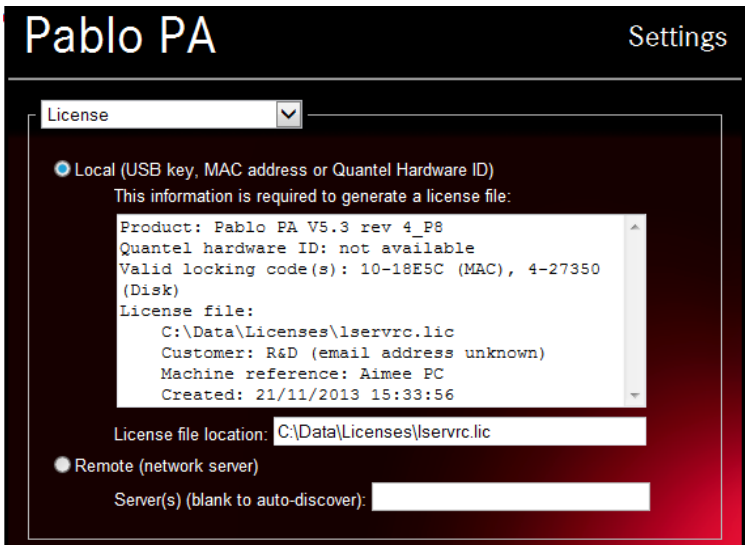
2 Tick **Use limited amount of space.** A default maximum space to use is assigned on initial start-up. This can be changed to a sensible maximum number of thunks as needed.

Gene Pool Connection (option)



If you are using Pablo PA as part of a Gene Pool configuration, ensure that the SAM Server PC and any connected Quantel workstations have their IP addresses entered correctly in the **Gene Pool Connection** menu.

License



1 From the top-left drop-down box, select **License**.

2 Select the **Local** button.

3 Check that the **License file location** path is **C:\Data\Licenses\lservrc.lic**.

Select **OK** to action all the changes and exit the Settings window.

If you need to change settings after Pablo PA has been launched, always ensure you restart the software after completing the setting changes.

copyright © Quantel Ltd 2001-2013

Closing & Restarting Software

Close

To close the Pablo PA software, press <Ctrl>+<F9>.

Restart

To restart the Pablo PA software, press <Ctrl>+<F5>. Pressing this closes the software and restarts it automatically. The software restarts at the same point as it was closed, ie the same project is open on the timeline and no progress is lost.

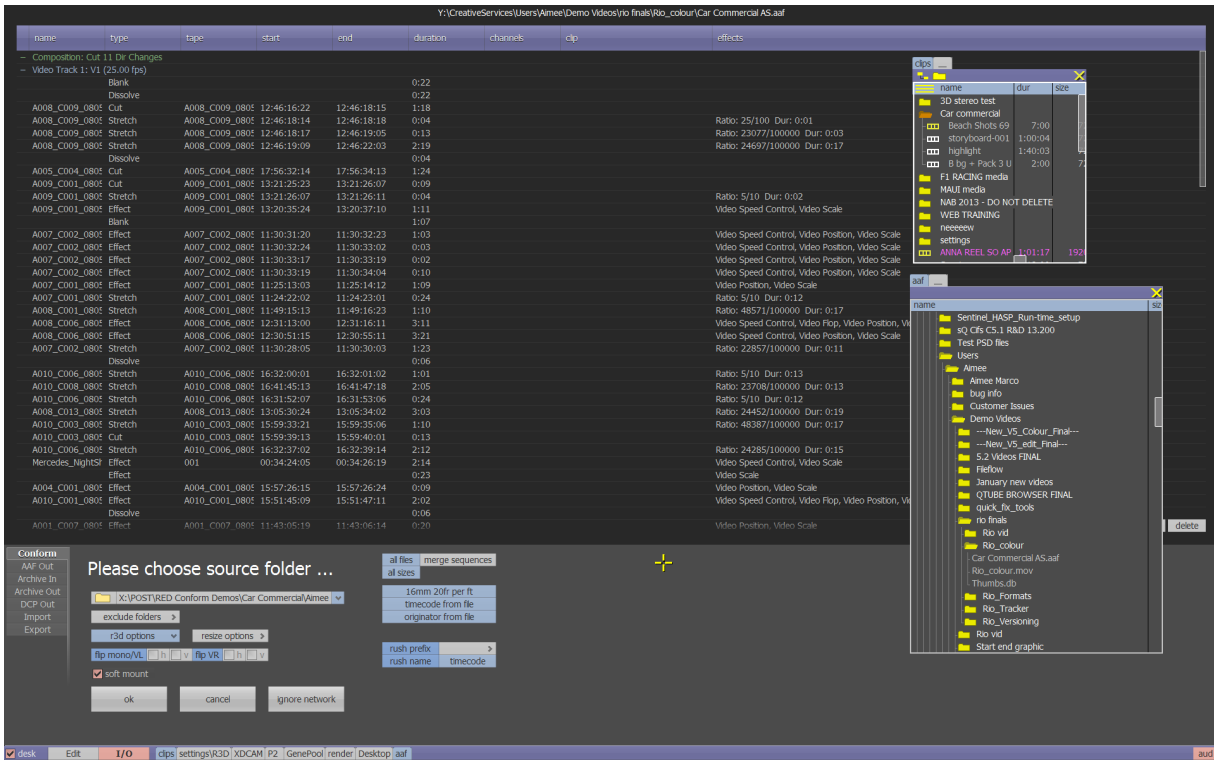
copyright © Quantel Ltd 2001-2013

Using Pablo PA

Quantel

Overview

Pablo PA is a software product from Quantel that can be installed on a customer supplied PC. Its primary function is that of an assist station to allow our existing customers to do more work out of the main suite, thereby increasing its efficiency.



Key Features

The key features of Pablo PA include:

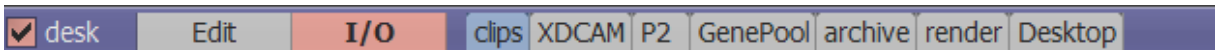
- Supports a wide range of popular RAW formats, including RED R3D, ARRI Alexa, Sony F65/F55, Cinema DNG, Phantom and Cineform SI2K.
- An advanced file-based conforming engine with soft mount capabilities for a wide range of camera formats.
- A powerful, easy to use multi-layer and stereoscopic timeline-editing interface.
- Integrated Stereo 3D tools for automatic stereo 3D corrections. These include positional, rotational, scale and keystone alignment differences, as well as color matching.
- Advanced color tools and 3D LUT color management to create offline color looks. These tools can be used for previsualisation, presentation and review, as well as for export deliverables. It also supports high precision 65x65x65 cubes.
- High quality image debayering and transcoding based on Quantel's Pablo Rio technology. Media can be transcoded and exported to DPX, QT, TIFF, and popular MXF formats including DNxHD, SStP and XDCAM HD.

copyright © Quantel Ltd 2001-2013

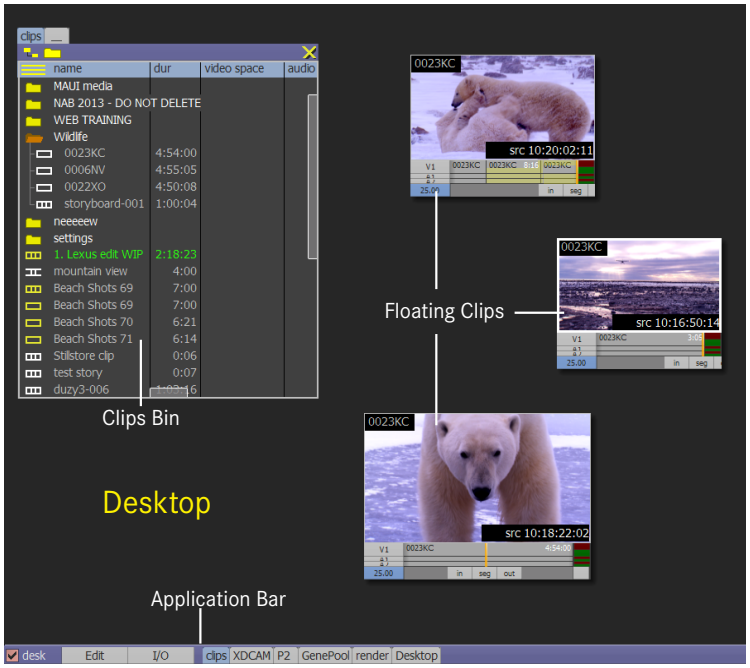
User Interface

Application Bar

The Application Bar runs along the bottom of the interface and displays the available applications and media bins.

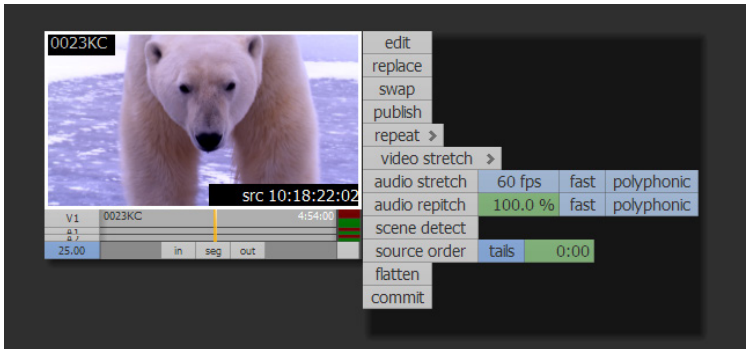


The Desktop



The desktop provides a blank area that can be used to preview material, mark 'in' and 'out' points and assemble shots. You don't have to open an application to use the desktop.

Clips can be taken from any bin and placed directly onto the desktop area. Clips placed on the desktop are referred to as Floating Clips. They can be assembled into sequences, dropped into another application, or saved back to the Clips Bin.



Each Floating Clip provides its own set of options that can be found by hovering the cursor outside the top-right corner of the clip and selecting the **more** tab that appears.

The 'More' Menu

The **more** menu includes the following functions:

Option	Description
Edit	The **edit** function places the selected clip or clip segment onto the Edit Application timeline at the current timeline cursor position. Note that this is only available when the Edit Application is open.

Option	Description
Replace	When the **replace** function is selected it replaces any media on the Edit Application timeline with the current Floating Clip or selected segment. Note that this is only available when the Edit Application is open.
Swap	The **swap** function swaps the current Floating Clip timeline with the current Edit Application timeline. Note that this is only available when the Edit Application is open.
Publish	If connected to a GenePool, you can edit a GenePool clip with full history then use the **publish** function to publish it back to the GenePool: only metadata is transferred back to Sam.
Repeat	**Repeat** can be used to create a 'freeze frame' effect in an edit by repeating a single frame to the desired duration. It can also be used to repeat a single frame (eg an imported JPG) into a static video.
Localise	The **localise** function imports a copy of a clip in its native video format into the Clips Bin. Clips can be localised to ensure that they are always available if the original source material becomes unavailable. Note that this is only available when the Edit Application is open.
Video Stretch	Floating Clips can be stretched to a new duration in order to fill a gap or to create slow motion and fast motion effects.
Audio Stretch	The audio tracks of a Floating Clip can be stretched to specific video frame rates, eg to accurately convert 24 fps material to 25 fps without changing the audio pitch. The audio stretch process has a number of options available to suit the type of audio material to be stretched and the desired level of accuracy.
Audio Repitch	The audio pitch of any Floating Clip can be raised or lowered using the **audio repitch** ('Duck Voice' audio distortion) function to disguise voices. The pitch can be set between 50% (lower pitch) and 200% (higher pitch).
Scene Detect	The **scene detect** function automatically detects a change of scene within a clip. A copy of the original clip is then produced, with inserted edit points (cuts) at the positions where a change of scene has been detected.
Source Order	Clips can be reordered from edit/play order to source/load order by using the **source order** function. Reordering is based on originator and source timecode.
Flatten	The **flatten** function allows you to combine multiple layers on the timeline into a single track, ie 'flatten' it.
Commit	The **commit** function also 'flattens' any multilayered timelines into a single track. Unlike the **flatten** function, **commit** also removes any edit points creating one single clip rather than a clip with multiple segments.

See the Desktop Editing User Guide for more details about Floating Clips and using the desktop's functions.

copyright © Quantel Ltd 2001-2013

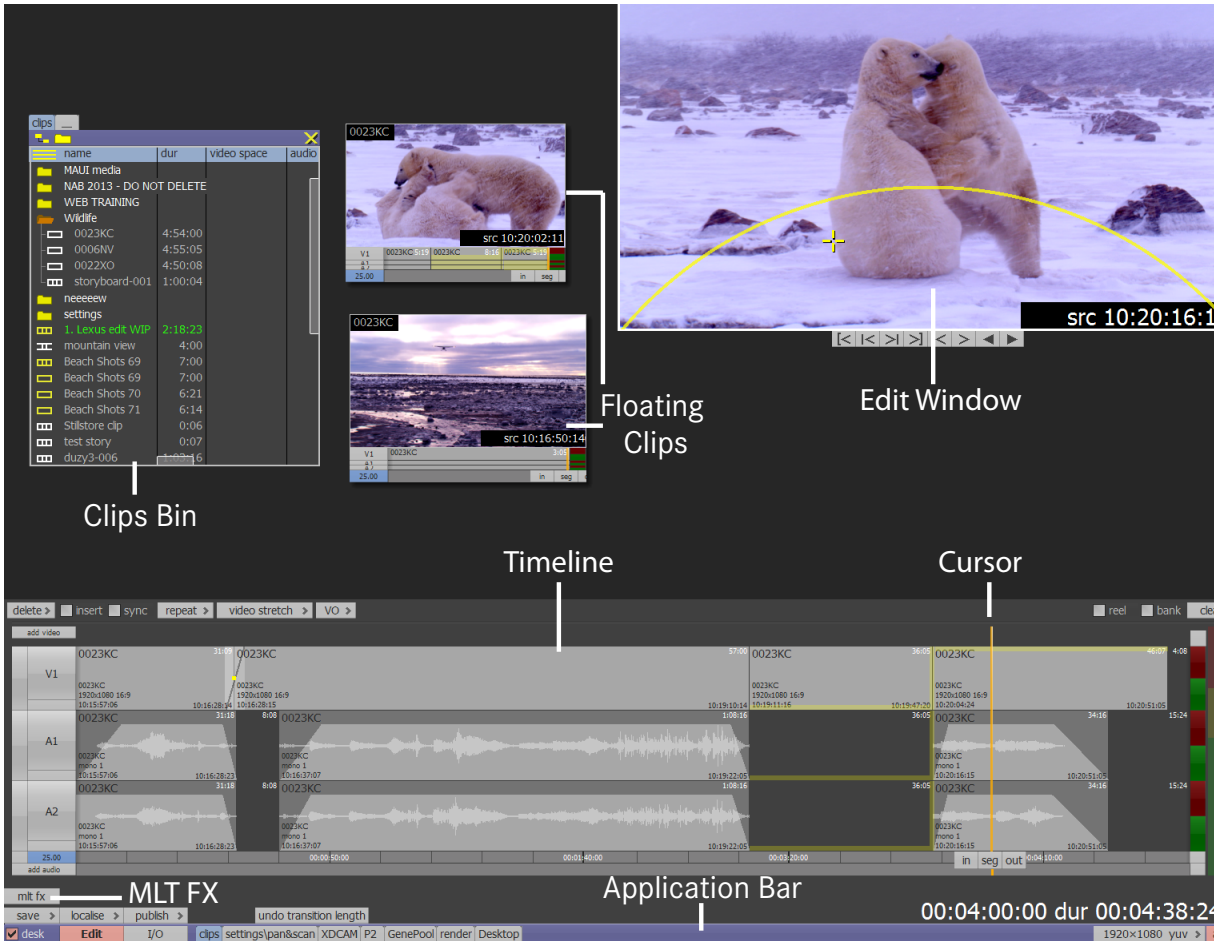
Applications

Edit Application

The Edit Application features a timeline and an Edit Window. Here you can assemble clips, create transitions between clips and easily navigate through the whole edit. To open the Edit application menu press the **Edit** tab located on the Application Bar. You can close the Edit Application by pressing the **Edit** tab again.

The Edit Application timeline on Pablo PA can have up to 8 audio tracks on the timeline and up to 32 video tracks. Tracks can be added and deleted as required, although a minimum of 1 video track remains at all times.

The timeline editor is multi-resolution and supports a wide range of image aspects, pixel shapes, bit depths, color space and sampling structure. Multiple resolutions and aspects can be combined on one timeline. Mono, Stereo and Quad audio is also supported.



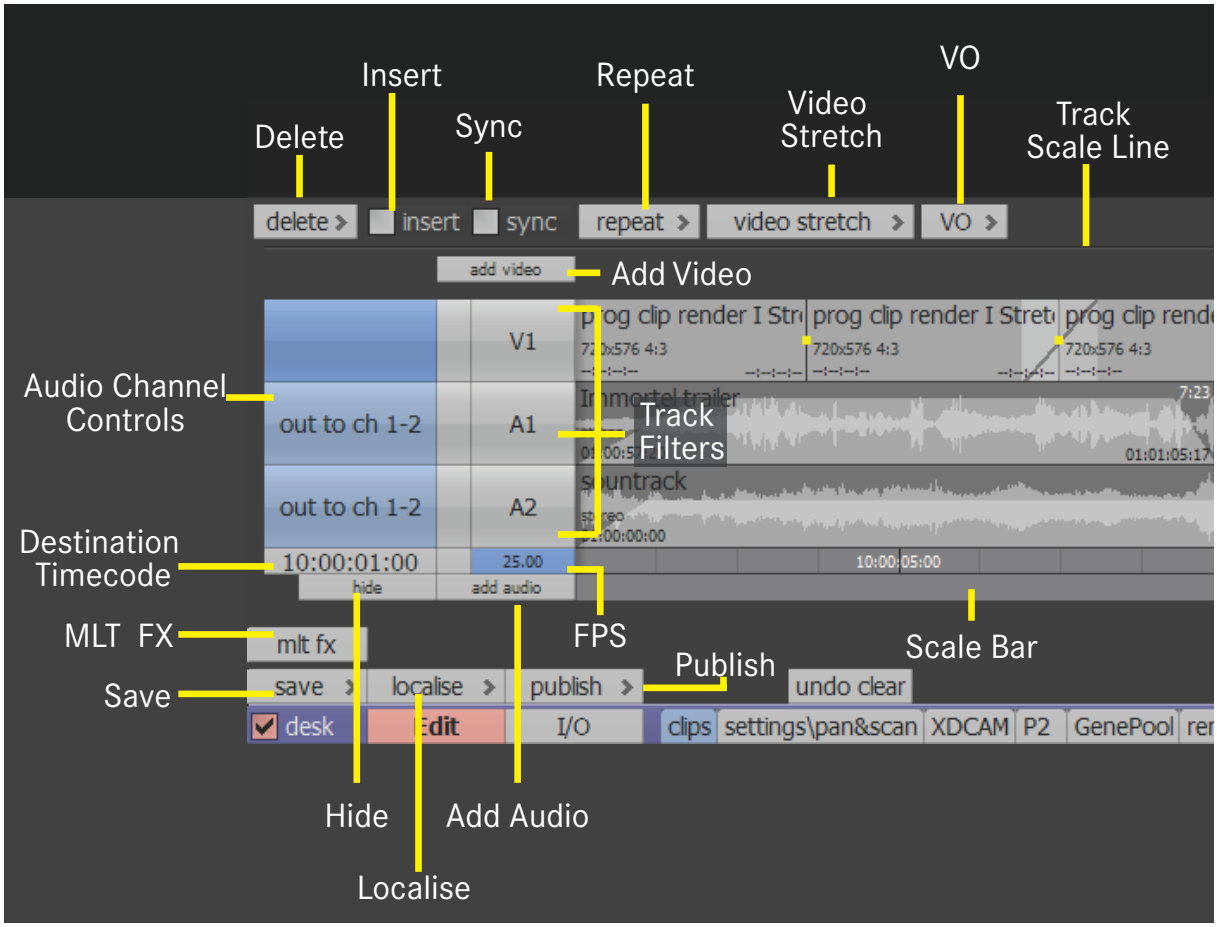
The first clip placed on the timeline determines the initial video format, start timecode and audio track assignments for all the following clips assembled on the timeline. Therefore, the first track needs to include the settings that are required for the whole edit.

The timeline cursor indicates the current frame on the timeline which can be used to navigate through the timeline and set ‘in’ and ‘out’ points to select a section of the of clip.

There are two ‘hidden’ menus contained within the timeline that provide additional tools including audio channel controls and audio level controls.

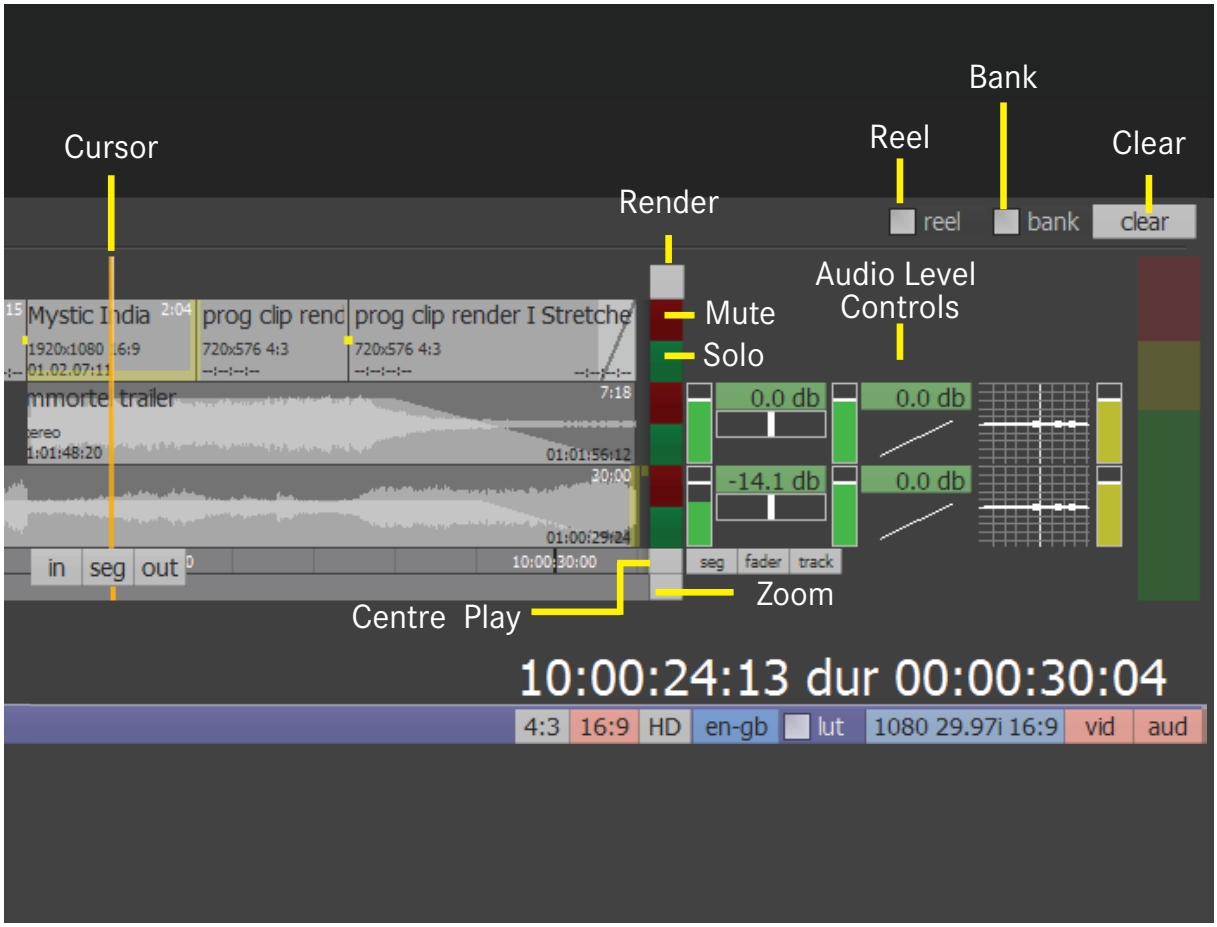
Timeline Editing Features

You can use Pablo PA's Edit Application to perform the following functions:



- Create multilayer mono and stereo timelines with clips of different resolutions using Quantel's Multilayer Resolution Co-existence™.
- Frame accurate editing at 23.98, 24, 25, 29.97,30, 47.95, 48, 50, 59.94, 60 fps with appropriate timecode.
- Edit using the GUI and mouse and/or keyboard commands.
- Timeline, picture or storyboard editing capabilities.
- View either source or destination timecode, or frame count.
- Adjust decode settings for soft-mounted RED media live on the timeline.
- Stretch timeline clips using the timeline's Video Stretch feature.
- Matchframe in order to quickly find the original source material from an edited clip, even with stretched clips.
- Localise soft mounted media (if required) via the timeline, desktop or clips library.
- Apply dissolves, wipes and custom transitions between video segments.
- Video Guide track offline comparison with split screen or mix display (both stereo and mono supported).
- Multi-channel audio editing.
- Digital or analogue style audio scrubbing.

copyright © Quantel Ltd 2001-2013



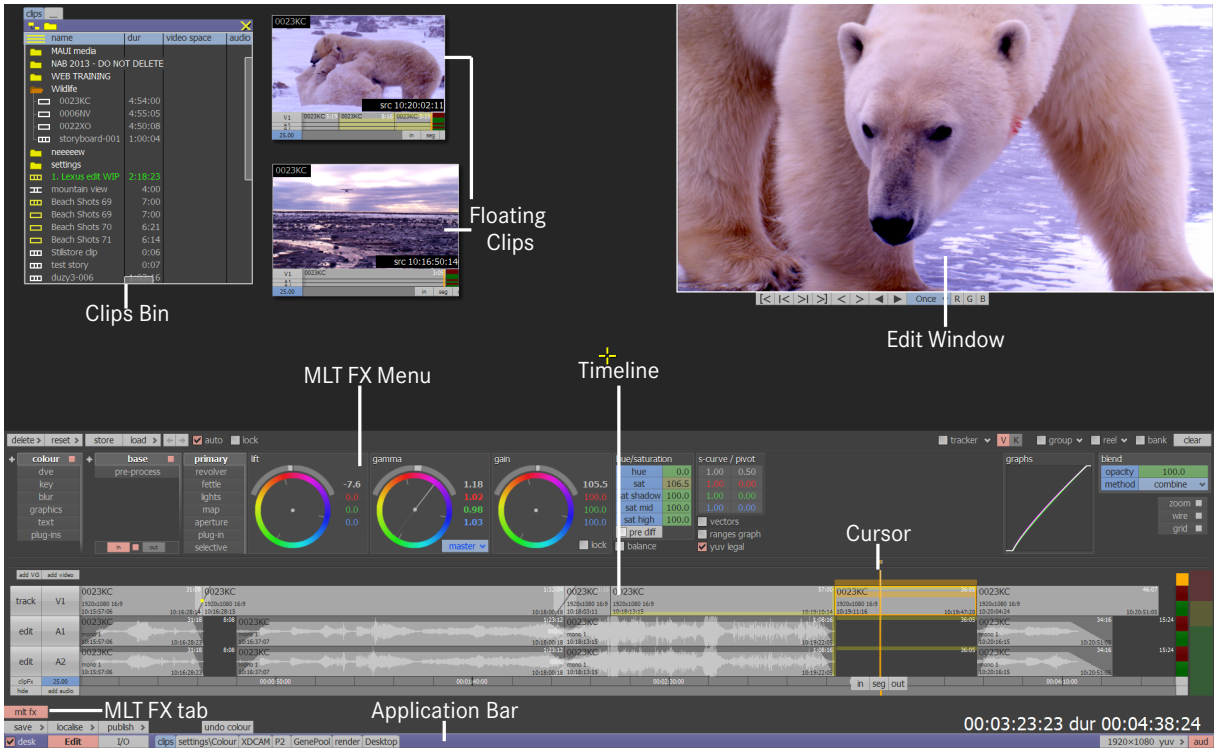
- Audio waveform display (local workspace only) in with subframe accurate transitions editing.
- Graphical insert and manipulation of crossfades.
- Independent control of out and in fade duration and timing.
- Track or segment level control with keyframing and dynamic rubber banding.
- 3 band parametric eQ with graphical display.
- Audio compression.
- Live audio output during level, eQ or compression adjustment.
- Flexible mix-down options including track assign and pan for playout.
- Voice over record.
- Audio loudness monitoring (requires the VisLM VST plugin from NUGEN) Create a multilayer timeline (MLT) by adding additional video and audio track.

See the Timeline Editing User Guide for details on using the Edit Application's functions.

See the Audio Editing User Guide for details on using the available audio tools.

MLT FX

The MLT FX menu is an effects suite embedded directly within the Edit Application. Processes can be easily applied to individual clip segments, whole video tracks or the whole timeline. To open the MLT FX menu press the **mlt fx** box in the bottom-left of the Edit Application. You can close the MLT FX menu by pressing **mlt fx** again.



You can use Pablo PA's MLT FX menu to perform the following functions:

- Pre-visualise multiple process effects within the timeline environment.
- Use the dve, colour, key, blur, graphics, text and plug-ins processes to create multilayered complex effects.
- The colour process includes all primary functions plus the following secondary tools: 3D Cube Builder, Stillstore, Storyboard, Cascade, Revolver, Fettle, Printer Lights, Selective Keys (except HSL) and Inside/Outside grading.
- Automatic and manual Stereo Fix tools are available inlcuding: geoFix, geoFix2, keystone correction, autobalance, vergence and floating window controls.
- View stereo material in anaglyph, mono difference and half-mix modes. Stereo viewing modes may be used for preview but not realtime play-back.
- Use the Tracker feature to create point and area based tracking effects.
- Add, re-order and delete processes.

As there is no video output, the MLT FX render resolution must be set manually. This is also necessary to view wireframes correctly (segment and MLT FX resolution must match).

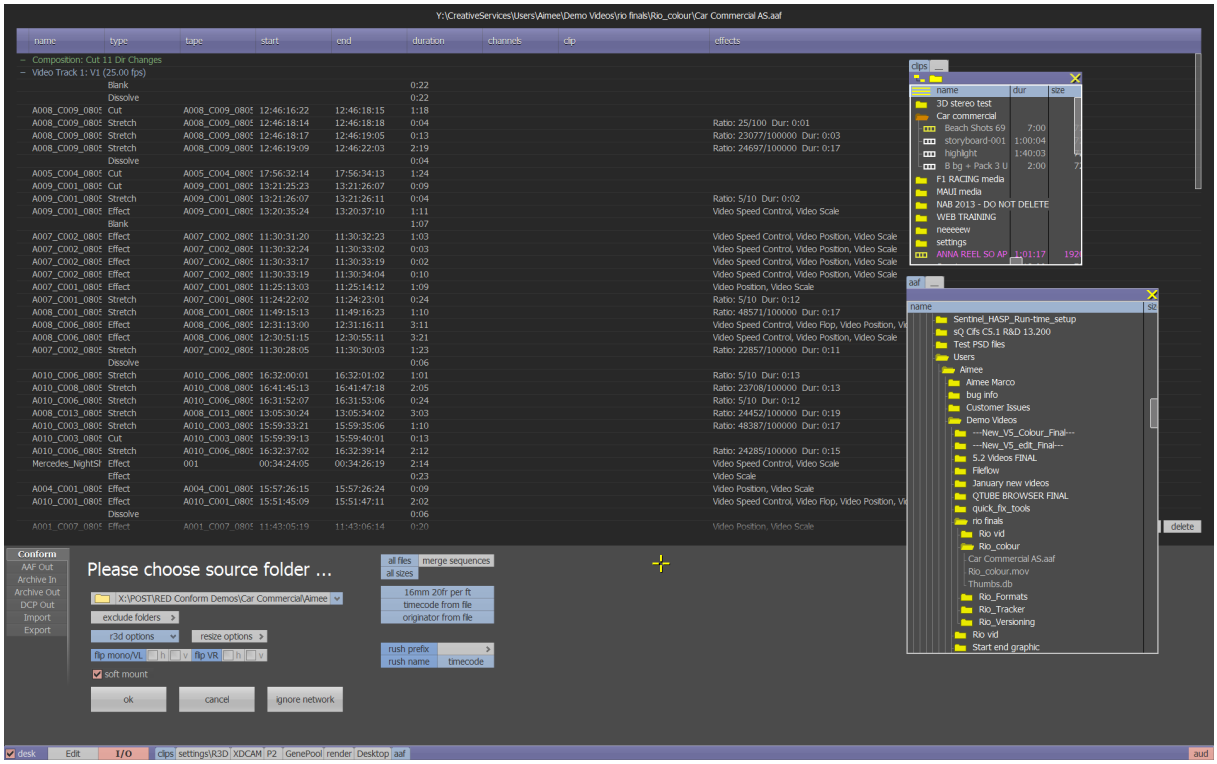
See the relevant sections in the MLT FX User Guide, Grading User Guide, MLT FX Tracker Function User Guide and the Stereo3D User Guide for details on using the above functions.

copyright © Quantel Ltd 2001-2013

I/O Application

The I/O Application is used to transfer material in and out of Pablo PA's workspace. To access the application, press the **I/O** tab on the Application Bar.

The menu area above the Application Bar provides **Conform, AAF Out**, **Archive In**, **Archive Out**, **DCP Out, Import** and **Export** process menus. The desktop area for each I/O process provides a list of jobs waiting to be processed. image area that is used to view clips and to display information about the current I/O process. The menu area below the desktop provides setup options applicable to the current I/O process (eg size and format etc).



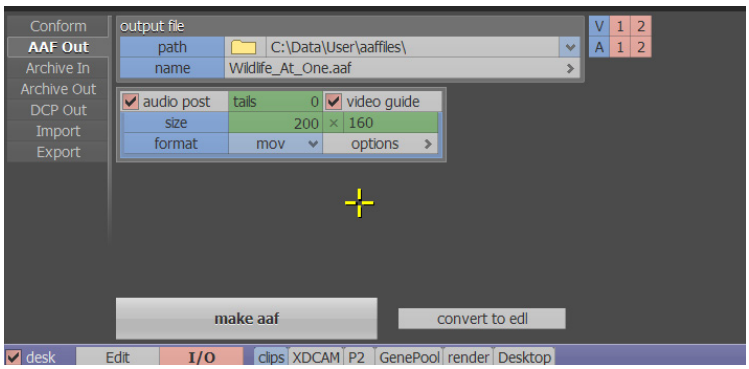
You can use Pablo PA's I/O Application to perform the following functions:

Conform

The **Conform** menu (see screenshot above) allows all or any part of an AAF clip list and edit instructions to be used to record material from tapes or import files from storage devices or network folders directly into the Clips Bin. Conforms can be soft-mounted so that clips are quickly and easily accessible without having to wait for media to be transferred into the system.

Material is automatically assembled into a multi-layer timeline, including any cuts, dissolves, SMPTE wipes, M2 commands (freeze and varispeed), split edits and comments based on the instructions contained within the AAF file.

AAF Out



Projects assembled on the system can be transferred to another platform or workspace using an AAF (Advanced Authoring Format) file.
The AAF file references the original source clips using the originator name and source timecode entered when the material was ingested.

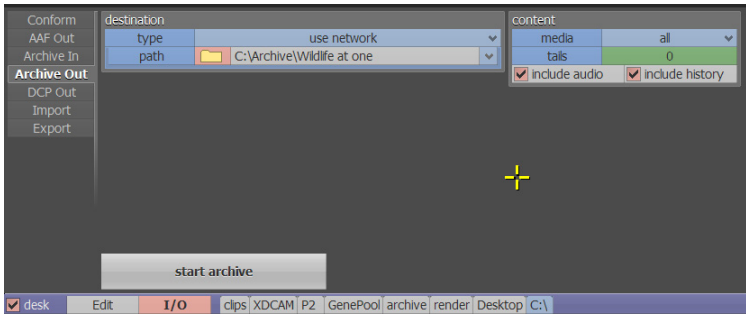
This allows any other platform to use the AAF file (or converted EDL) to recreate the edited clip.

When an edit is dragged from the Clips Bin and dropped on the desktop in the **AAF Out** menu, an AAF file can be created for future use or for use by another platform that supports the AAF format.

You can convert the current AAF file to an EDL file by pressing the **convert to edl** box. Alternatively drag an AAF file from the bin and drop it onto the **convert to edl** button.

Archive In/Out

The I/O application has two archive functions; **Archive In** and **Archive Out**.



Archive Out allows you to store Quantel files and projects including all essence and metadata into a data infrastructure. When you archive a file, the original format is retained including resolution, bit-depth, color space and frame rate.

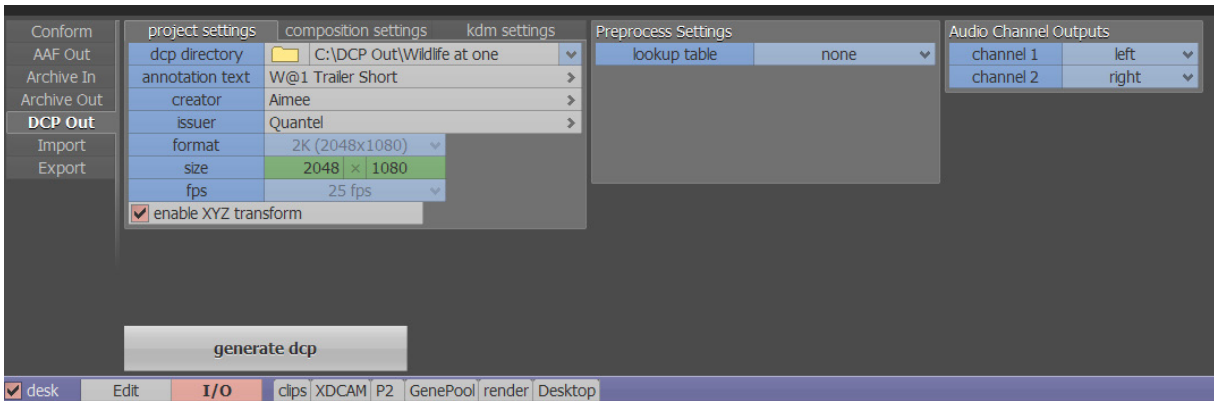
Files can be archived out to a specified destination using a network, or a local tape.

The **Archive In** function allows you to retrieve and restore files that have been archived. The files are retrieved in their original format. Open the Archive Bin to view archived material.

You can drag archived clips from the Archive Bin and drop them directly onto the desktop or into the Clips Bin which soft-mounts the archives (indicated by yellow bin icons). You can then load the soft-mounted clips on the Edit timeline (indicated by yellow highlights on each segment) where you can edit clips and apply processes to them using MLT FX. Archives can be localised via the desktop, Clips Bin or Edit timeline. By marking in and out points on a timeline clip, you can localise the marked section only.

copyright © Quantel Ltd 2001-2013

DCP Out



The DCP Out feature provides integrated DCP (Digital Cinema Package) creation with a choice to have encryption or not. DCP Out supports the creation of a single composition from one or multiple reels. The reels required can be dropped into the DCP Out workspace.

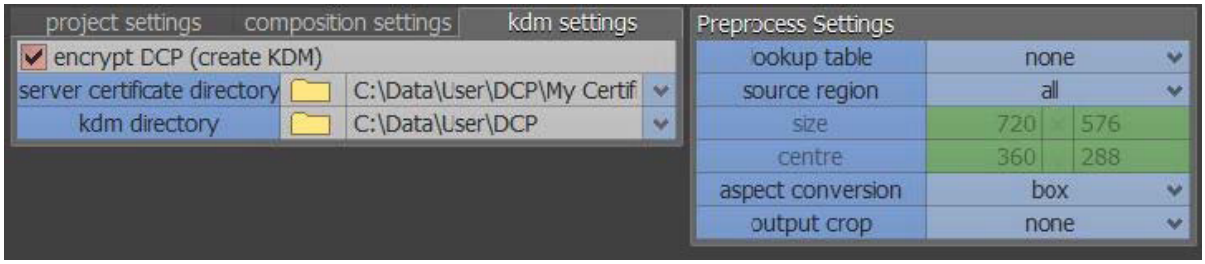
You can add LUT's to the clips on export via the Pre Process settings if you do not want to use the standard XYZ transform which assumes an RGB input. All exports are as RGB 12bit as standard. Format and frame rate choice must be made prior to dropping a clip in.

Quantel uses the easyDCP api from Fraunhofer. To use it un-watermarked requires a license fee of €2250 (correct Feb 2014) payable via the easyDCP website.

DCPs can be signed and encrypted via a Key Delivery Message (KDM). They are always created at the maximum bit rate of 250Mb/s.

After licensing the default certificate directory is C:\Data\User\DCP\My Certificates. This is where the private signature and encryption keys are held.

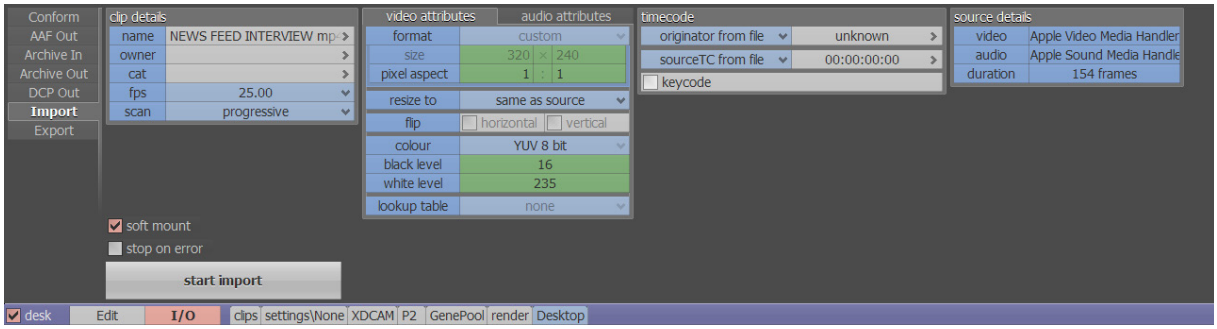
To create encrypted and signed DCPs then the box needs to be checked as shown below.



The encryption keys are generated and transmitted via a KDM (Key Delivery Message) to the projection site. KDMs are XML files containing encryption keys that can be used only by the destination device. The KDM directory is where these XML files are to be created.

See Appendix B for DCP licensing instructions.

Import

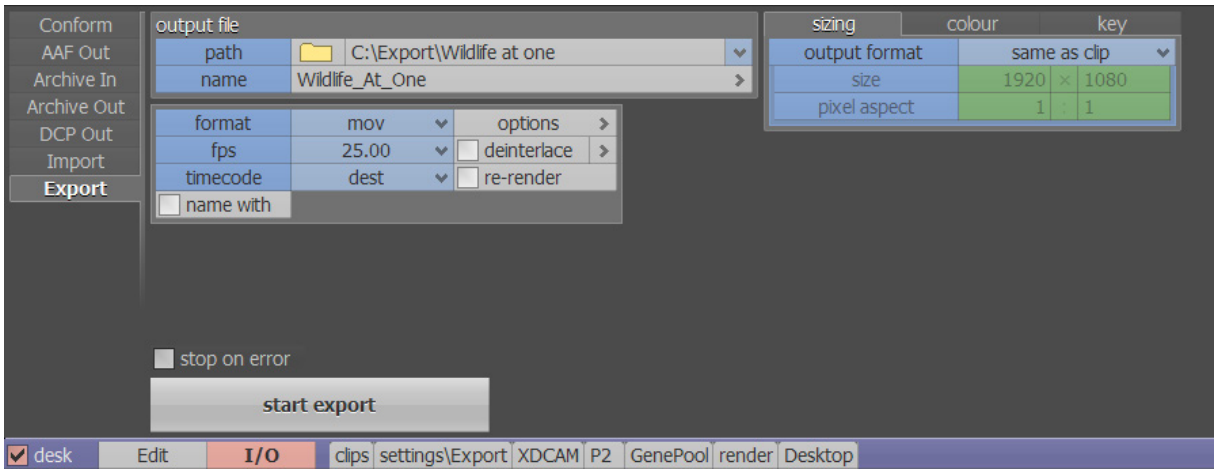


The **Import** menu is used to import files as stills or sequentially numbered images to form a video clip in the Clips Bin. All files within a sequence must be the same file type, size, aspect ratio, color depth and resolution. Files of any size up to 8K can be imported or soft-mounted into the Pablo PA.

When file based media is imported or conformed into Pablo PA's workspace, the original network location has its own Clips Bin entry that is separate from originator and source timecode. When clips or images are selected for import, they are displayed on the **Import** desktop area with a preview thumbnail. If you tick group stills into sequences, all selected files are placed on the **Import** desktop as a single entry and saved in the Clips Bin as a clip.

For a full list of available import formats see the IO Supported Formats Quick Reference Guide

Export



The **Export** menu is used to export clip(s) of any size up to 8K from the Clips Bin.

When you drop an unrendered clip onto the desktop in **Export**, a **render** box appears in the menu. It is selected by default if the clip is unrendered. When the box is ticked, the clip is rendered during export. If the clip is unrendered and the box is not ticked, the clip cannot be exported.

A wide range of export formats are available, each with a series of export options. Stereo clips can be exported as separate eyes or in a side-by-side mode.

copyright © Quantel Ltd 2001-2013

Export formats available on the Pablo PA, include:

AVI	**MXF (including DNxHD)**	**TIFF**
CIN	**PNG**	**VPB**
DPX	**P2**	**WAV**
EXR	**SGI**	**WMA**
JPG	**SStp**	**WMV**
MOV	**TGA**	**XDCAM**
MPG	**TIF**	

See the I/O User Guide for more information about the above functions.

Soft-Mounting & Localising

Soft-Mounting

Soft-mounting allows you to instantly view, edit, and apply effects to media without having to import the media into the Pablo PA workspace. With Pablo PA, media can be soft-mounted from the **Conform** menu, **Import** menu, **Archive In** menu and **XDCAM** and **P2** Essence Driver Bins.

Any soft-mounted media is indicated in the Clips Bin with yellow icons. A yellow bar on the Edit or MLT FX timeline indicates where a segment uses remote media.

Soft-mounted clips are displayed at preview resolution and not the full rendered/localised resolution.

If soft-mounted media is rendered, only the rendered frames are written to the local workspace. If media needs to be re-edited and its history accessed, the original media needs to be available online or the original rushes localised first. Media can be localised from the Clips Bin, Floating Clip or timeline.

Soft-mounting is currently supported for the following formats:

- **ARRI RAW**
- **Canon RAW**
- **CIN**
- **Cinema DNG**
- **DPX**
- **GoPro MP4**
- **MXF-wrapped DNxHD**
- **P2**
- **Quicktime ProRes**
- **RED**
- **Sony F65**
- **SStP**
- **TIFF**
- **XAVC**
- **XDCAM HD**

CPU performance is important when soft-mounting certain files types such as MXF XAVC, MXF XDCAM and RED. The CPU is used to decode the essence. Disk bandwidth is also important when soft-mounting files to provide the compressed data in a timely fashion to the CPU.

Conform & Import Menu

The **Import** and **Conform** menus both display a soft mount tick box in the left of the menu area.

If you tick the **soft mount** box, the media is 'soft-mounted' from it's current location (SAN, NAS, USB drive etc), instead of importing the media into the Pablo PA workspace.

copyright © Quantel Ltd 2001-2013

Archive In

You can drag archived clips from the Archive Bin and drop them directly onto the desktop or into the Clips Bin which soft-mounts the archives (indicated by yellow bin icons). You can then load the soft-mounted clips on the Edit timeline (indicated by yellow highlights on each segment) where you can edit clips and apply processes using MLT FX.

Play-back performance is varied as it depends on network bandwidth and the source disk performance.

Essence Drivers

The media held on the XDCAM/P2 drive is not automatically transferred to the local storage, but is actually 'soft-mounted' (ie it is decoded and used in its native format from the drive itself). Target clips can be dragged directly from the **XDCAM** or **P2** Bin onto the desktop.

See the I/O User Guide for more information about soft-mounting.

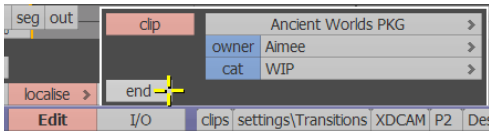
Localising

Before outputting or publishing an edit or effect containing soft-mounted material, it is always recommended that the material is 'localised'. Localising is the process that saves material to the local library in native format. Media can be localised via the Clips Bin, Floating Clip or timeline.

Localised clips appear in the Clips Bin with white icons.

How to Localise

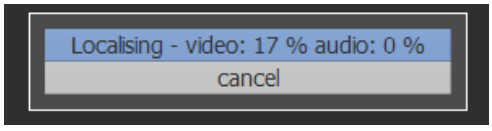
You can localise a whole clip or a selection of the clip by marking in and out points. To localise a Floating Clip, do the following:



1. Press **localise** in the bottom-left of the timeline area. The **localise** box can also be located in the **more** menu on a Floating Clip or in the **more** menu in the Clips Bin.

2. A pop-up is displayed allowing the name, owner and category to be entered for the current timeline edit. Enter the relevant details.

3. Press the **end** box to begin localising the clip.



4. A progress indicator (displayed as a percentage) appears during the localisation process. You can press **cancel** at any point to stop the process.

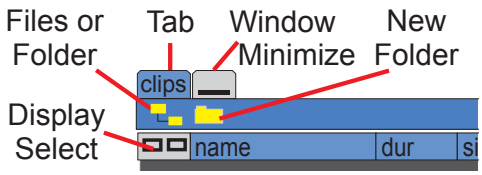
5. The localised version of the clip is saved in the Clips Bin.

See the Timeline Editing User Guide for more information about localising.

Media Bins

Bins are used to access local and network media libraries. Bins can be used to search for, preview and load material onto the desktop or into available applications. Media can also be saved or published back into the bins.

To open a bin press the corresponding tab on the Application Bar.



You can minimise a bin by pressing the '__' tab at the top-left of the bin. Pressing the <Esc> key shows/hides all minimised bins. To close a bin press the X in the top-right of the bin.

In the bins, clips can be displayed using clip metadata or browse miniatures by pressing on the Display Select icon (see above diagram). Alternatively a combination of both can be displayed by pressing and dragging up or down on the Display Select icon.

Displays clip miniatures and clip metadata

Displays clip miniatures

Displays clip metadata (default character size)

Displays clip metadata (smaller character size)

Clips can also be displayed using a folder structure by pressing on the Files or Folder icon (see above diagram). Pressing the 'new folder' icon (see above diagram) creates a new folder.

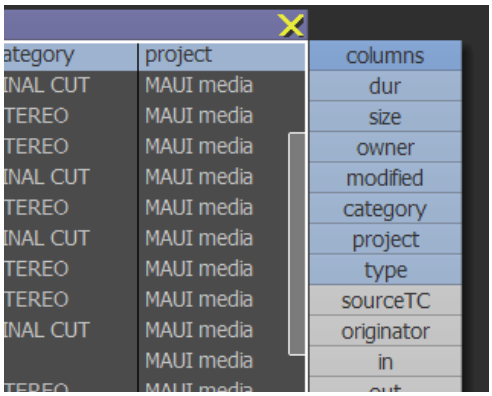
Folder view

File view

Create new folder

copyright © Quantel Ltd 2001-2013

Bin Columns



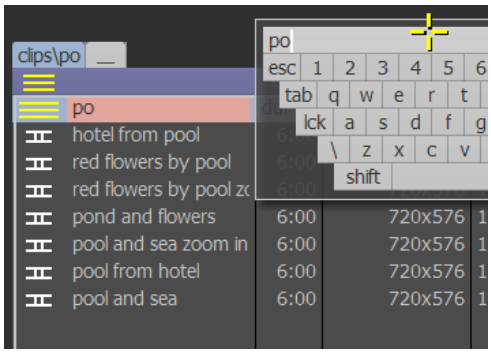
Within each bin you can choose which columns are displayed and in what order. The **columns** menu can be displayed by hovering the cursor outside the top-right of the bin, pressing **columns.** You can then select the column names you require.

The order in which each column appears in the bin (except the **name** column) can be rearranged horizontally by dragging the column title box to a new position.

Searching Bins

Any column can be used to define a search. To search a column by name, do the following:

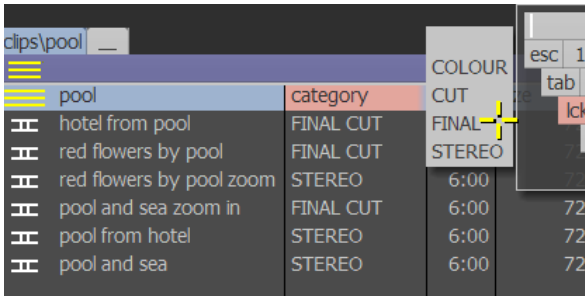
1. Select the blue **name** box at the top of the clip title column.
2. A soft keyboard appears. Type the required clip name using either this or the external keyboard and press **end** or <Enter>.

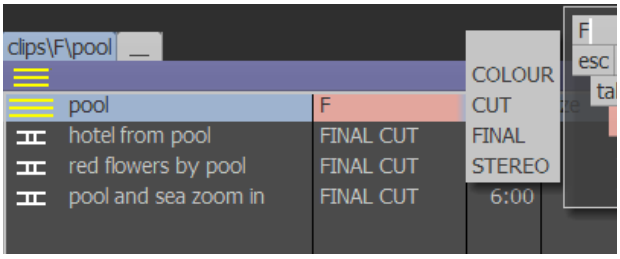


The search is not case sensitive.

The system filters the bin's contents in real time as you type.

3. You can use additional columns to filter the contents further, until you locate the desired clip(s).





4. To clear all column search filters, double-click on the bin's name tab (eg **clips**).

Wildcards

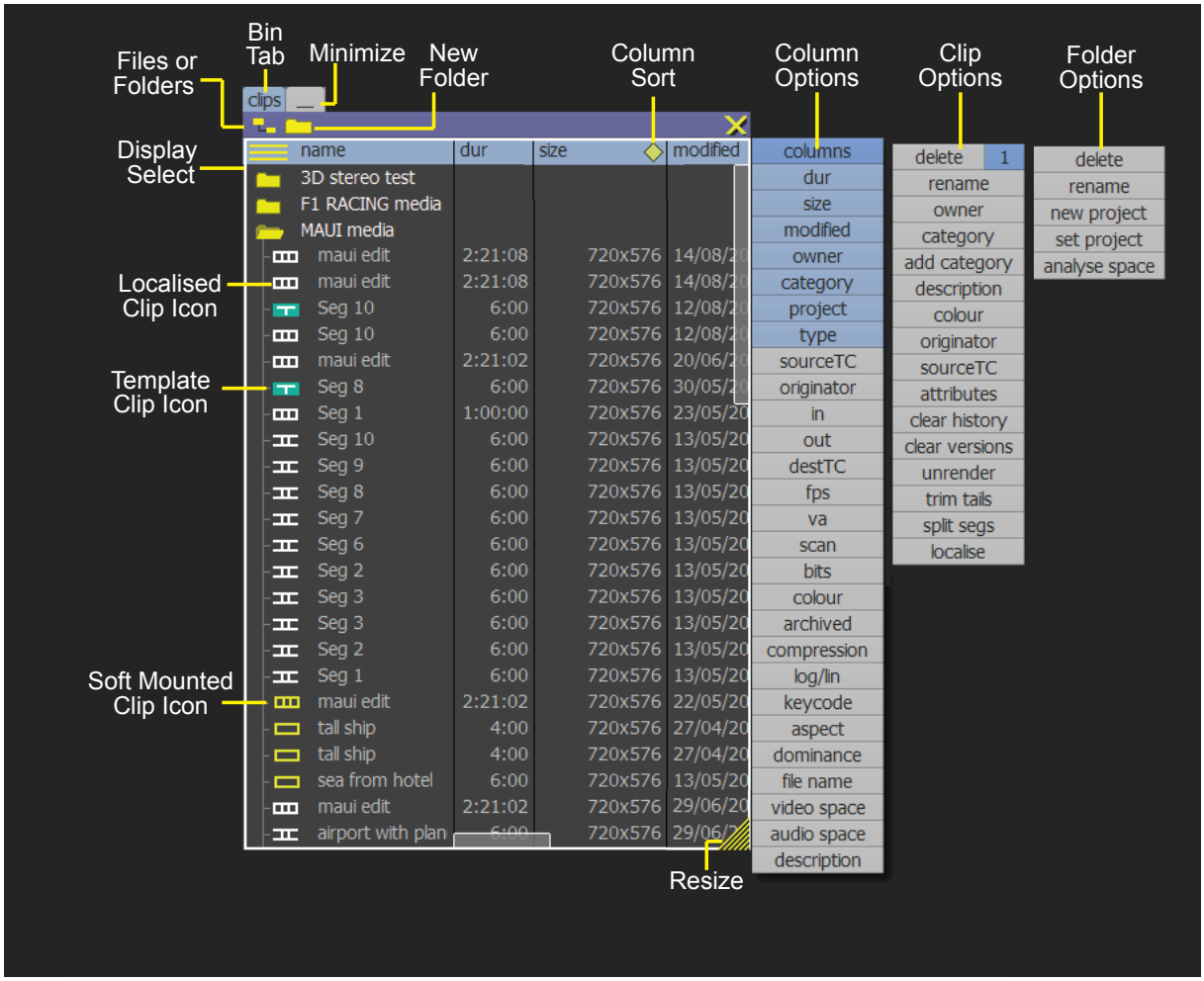
Wildcards can be used to aid the searching process.

Wildcard	Description
&	When you type two or more keywords separated by an ampersand (&) it searches for corresponding words either of which appear in the title. For example, typing 'PRESIDENT & AIRPORT' finds 'President Arrives at Airport' and also finds 'London's Third Airport'.
?	'?' is a single character wildcard, for example '?ART' finds 'Cart' but not 'Art' or 'Start'.
*	'*' is a multiple character wildcard, for example '*ART' finds 'Art', 'Cart', and 'Start'. '*' wildcards can be used before and after characters, for example '*ART*' finds 'Start', 'Starter', 'Party' etc.

Clips Bin

The Clips Bin stores remotely held and local video, audio and settings clips. You can use it for moving clips between different applications and processes.

The content of the Clips Bin can be displayed as titles, browse miniatures or information cards. The display can be changed by pressing the 'display select' button in the top-left corner of the bin.



copyright © Quantel Ltd 2001-2013

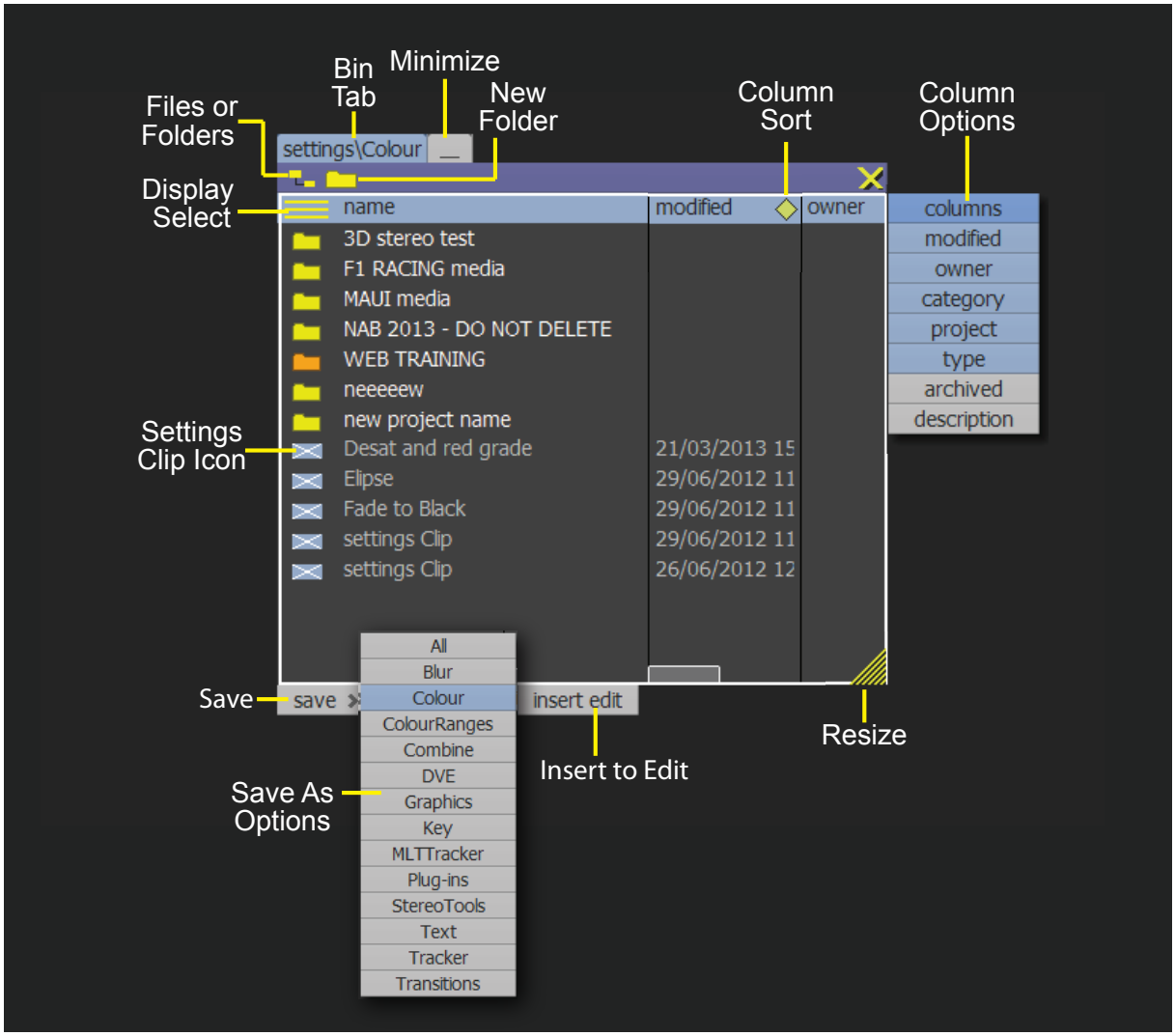
Settings Bin

Although the Settings Bin does not manage media itself, you can use it to transfer parameters between projects.

The settings you can save depend on the current application and menu. For example, options available whilst in MLT FX differ from the options available whilst in the Edit Application.

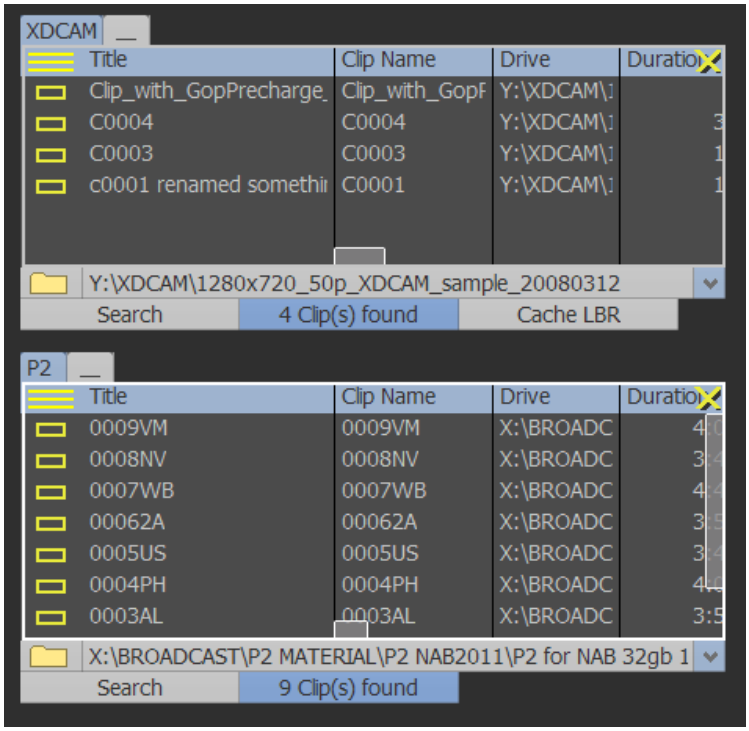
A saved setting has a bin icon that is blue with a white cross.

A saved setting is also saved into the Clips Bin.



Essence Drivers

XDCAM and P2 cards are supported via 'Essence Driver' technology. On the Application Bar there is an **XDCAM** tab and a **P2** tab. These can be used to access the XDCAM and P2 Bins. Using these bins, XDCAM and P2 material can be soft-mounted on the Pablo PA. Soft-mounted XDCAM and P2 content is not moved from the XDCAM/P2 device into the Pablo PA workspace until it is localised.

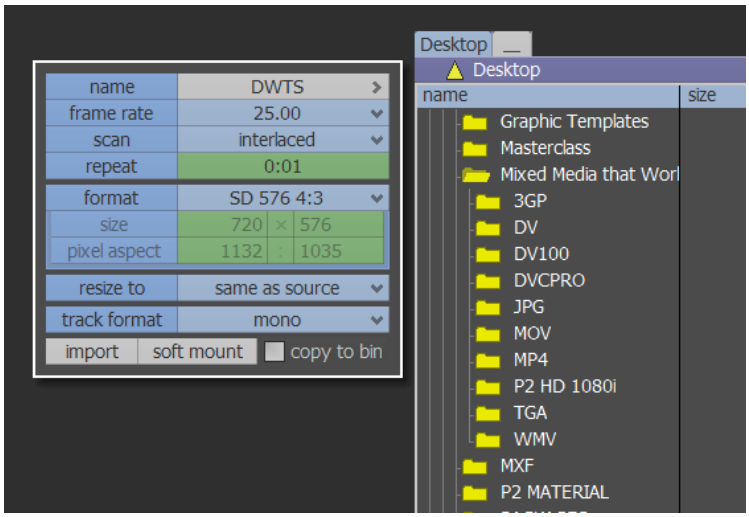


XDCAM and P2 material can be mixed with clips from the local Clips Bin and other remotely held clips. Multiple clips can be streamed simultaneously from the source drives for use in a multilayer timeline. When using multiple streams of HD material the required disk or network bandwidth can be too high to achieve real time playback. To overcome this, it is advised that you localise the material.

The XDCAM/P2 Essence Drivers are designed to work with any XDCAM/P2 drive connected directly to the PC via USB or iLink, with the appropriate FAM (File Access Mode) ProDisc driver.

Desktop Bin

The Desktop Bin can be used to access media that is not held in Pablo PA workspace via the platform's network directories.



Files from the Desktop Bin can be imported or soft-mounted by dragging and dropping them onto the desktop which launches a pop-up (see screen shot).

In the pop-up you can add a name and configure the frame rate, scan, repeat, size, and pixel aspect. Set the options required and then press **import**. A Floating Clip now appears on the desktop.

See the Media Bins User Guide for more information about Media Bins and how to use them.

copyright © Quantel Ltd 2001-2013

Play-back

RAM Caching & Bandwidth

In order to play-back in realtime (available within MLT FX), the Pablo PA PC must meet the 'typical' specification detailed in Chapter 1.

If required bandwidth cannot be delivered for higher resolution clips, all media after initial play-back is cached in RAM to enable smoother subsequent play-back. This applies to local (not soft-mounted) media containing no unrendered effects. When all RAM is full, the oldest frames are overwritten.

If video and audio essence is stored on direct attached storage (eg SAS) with a much higher bandwidth, material up to HD YUV can be played-back smoothly on the timeline.

RAM caching is currently for clips stored locally and not soft-mounted media.

Typical 2D & 3D Performance

With a 'typical' specification PC (see Chapter 1), a 2D timeline of up to 2048 x 1556 RGB 10bit stored locally should play-back in realtime. On the same PC, a Stereo3D clip of up to 1920 x 1080 HDRGB should play-back in realtime.

RED Media

With a 'typical' specification PC (see Chapter 1), and providing network bandwidth is sufficient, RED 4K (4096x2048) media should play-back smoothly with the **Red preview – ¼ med** mode. For 2K, use the **½ med** mode. With lower network bandwidth, this preview mode can be reduced accordingly. MLT FX processes (eg dve, shapes, text) all scale to full resolution when rendered locally or when the metadata list is transferred into the Quantel platform.

Soft-mounted RED play-back is smoother when set appropriately from the <F1> Configuration Window's **Red preview** setting. This menu is for preview only and does not affect how the media is decoded during localisation.

Output

Pablo PA does not support any video I/O, however a full frame clean output may be viewed from the second port of the graphics card, be it HDMI or Display Port. This means that media can be viewed full frame, with a LUT if required, on a second monitor.

Due to the differences between frequencies that the graphics cards may be running at and the output frame rate selected then the user may sometimes experience horizontal tearing artefacts

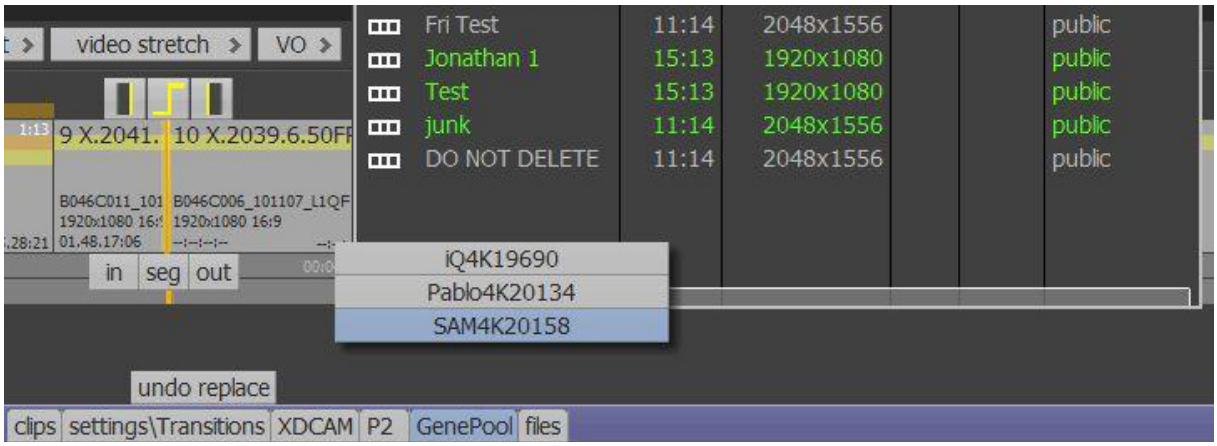
Stretched Clips

Archives containing stretched media plus settings are fully compatible from Pablo PA to Quantel eQ, iQ and Pablo workstations providing they are running a minimum of V5.0 rev 2 software. The 'local' and 'minimum media' archive out function archives the history metadata and not the media for any stretched clips. This means that only metadata is archived out for any soft-mounted conforms, shot selections or stretches (including settings on stretched clips).

With soft-mounted media that is conformed, all stretches (M2 commands) are rendered locally. Note that Pablo PA has stretch history functions including match cut to a stretch source rush, and AAF Out including source information within an MLT effect.

Genetic Engineering Integration

Pablo PA can be connected to any Gene Pool that has a Quantel Sam Server. Beforehand, ensure that the IP addresses are set as described in the 'Settings – Gene Pool Connection' section in Chapter 1.



The Gene Pool Bin provides access, via the scroll box on the bottom-left of the bin, to all other connected PCs' shared media within the Gene Pool.

You can edit a Gene Pool clip with full history then publish it back to the Gene Pool via the Floating Clip or timeline **publish** function: only metadata is transferred back to Sam.

Soft mounted clips on third party storage can also be published back to the Gene Pool. To do this, Sam and all Gene Pool PCs must have the same drive mappings to the media storage. For example, if the Pablo PA soft mounts media on the Q:\ drive, all PCs on the Gene Pool including Sam must also be mapped to the Q:\ drive.

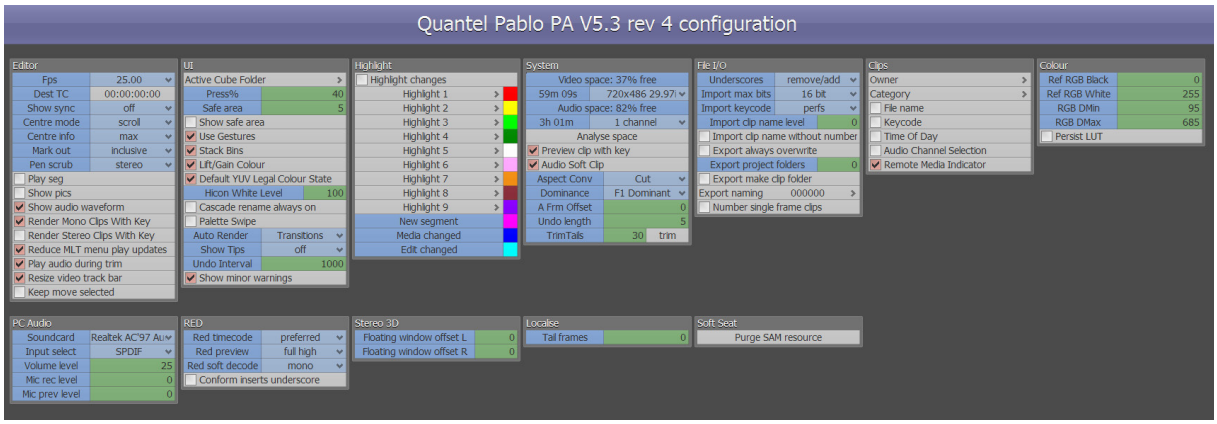
To clear temporary rush clips, you should press Purge SAM resource in the <F1> Configuration Window periodically: see 'Using the <F1> Window' later in this guide.

Clips being viewed on the Pablo PA are soft-mounted via Sam so performance is limited by network bandwidth.

copyright © Quantel Ltd 2001-2013

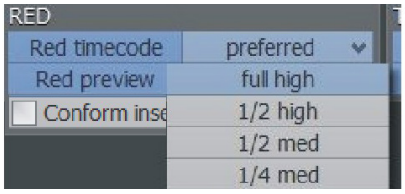
Using the <F1> Window

When the software is running, pressing the <F1> key toggles the Configuration Window on/off. The <F1> Configuration Window is divided into various menus containing workflow and user options. Many of these depend on user preference.



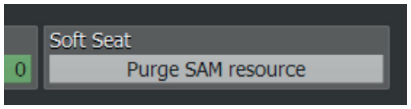
You can change the configuration settings at any time from within any application and review the changes without restarting the software. When you have finished adjusting settings, press the X in the top right-corner of the window or <F1> to close it.

RED



Soft-mounted RED play-back is smoother when set appropriately from the **Red preview** setting (this menu is for preview only and does not affect how the media is decoded during localisation). See 'Play Back - Red Media' earlier in this Chapter for more information.

Soft Seat



When Gene Pool clips are accessed and viewed from Pablo PA, virtual rush clips are created in a separate folder on the Sam Server increasing the usage count on the rushes involved.

To clear space and reduce the usage count of the Pablo PA, the rushes must be purged from Sam periodically by pressing **Purge SAM resource** in the <F1> Configuration Window.

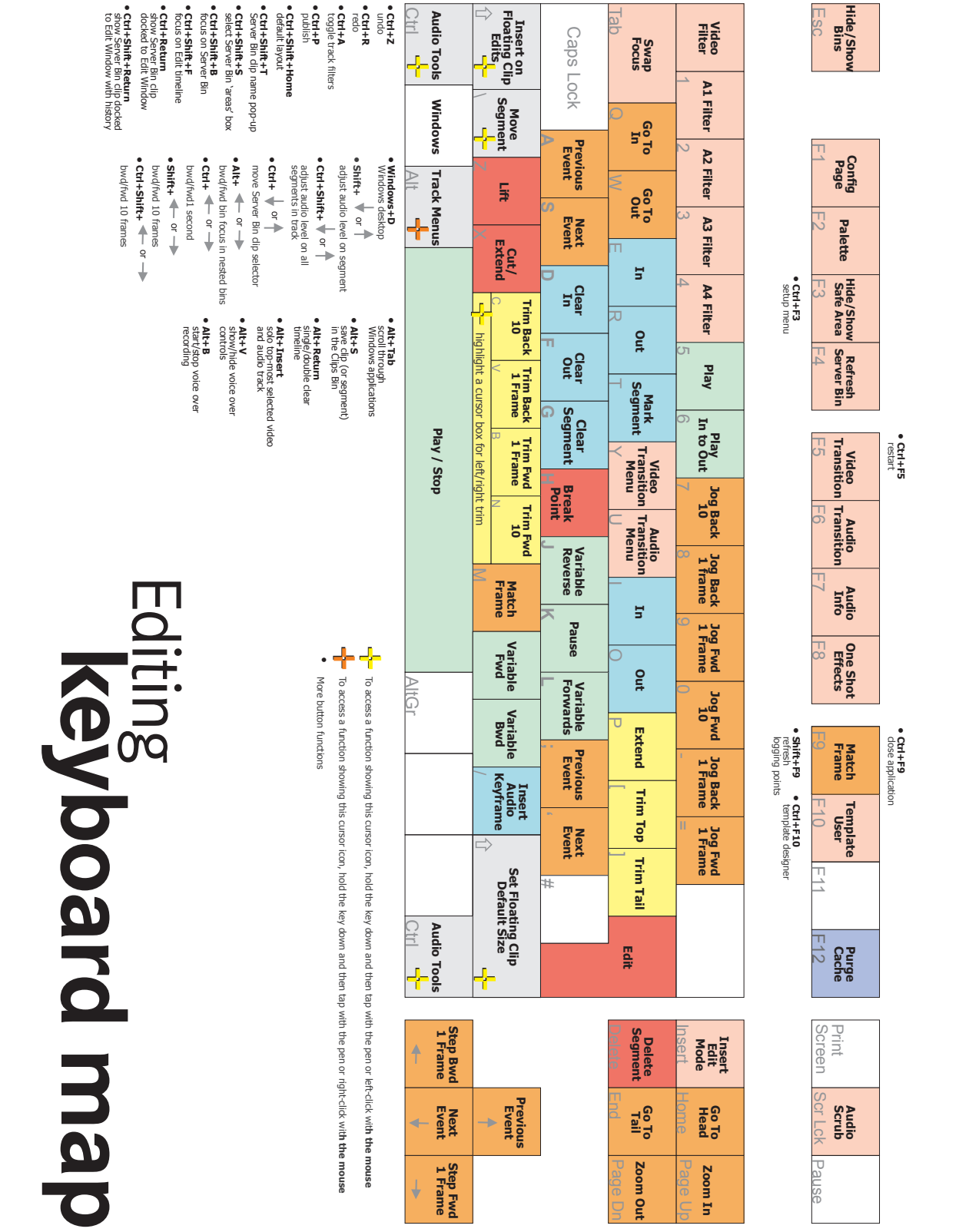
copyright © Quantel Ltd 2001-2013

Appendices

Quantel

Appendix A

Keyboard Shortcuts



Shortcuts marked with an '*' do not work when MLT FX is open.

copyright © Quantel Ltd 2001-2013

General

Keyboard Shortcut	Function
<Ctrl>+<F5>	Pressing this closes the software and restarts it automatically. The software restarts at the same point as it was closed, ie the same project is open on the timeline and no progress is lost.
<Ctrl>+<F9>	Closes the software.

Configuration Window

Keyboard Shortcut	Function
<F1>	Opens/closes the Configuration Window.

Layout

Keyboard Shortcut	Function
<F3>	Displays/hides the default safe area in the Edit Window.
<Ctrl>+<⇧>+<Home>	Switches to 'default layout', which forces the following actions: Launch Edit application; clear timeline; close MLT FX; delete all Floating Clips; remove copies of Server Bin (but not original); dock Server Bin with Clips Bin; focus on Server Bin; move bins to top-left of desktop and resize to 35% of screen width; change bin view to 'title' (ie not 'browse'); clear clips docked to Edit Window.

Editing

Keyboard Shortcut	Function
<Tab>	Toggles focus between the timeline and the Floating Clip.
<Ctrl>+<⇧>+<F>	Switches focus to timeline.
<Alt>+<Return>	Performs single clear of timeline: press twice to double clear the timeline (ie resets timeline horizontal/vertical scale, number of tracks, and default frame rate as set in the <F1> Configuration Window's **Fps** drop-down).
< ` >	Toggles the video track filter (**V1**) on/off on the timeline or Floating Clip, depending on current focus.*
<Ctrl>+<A>	Toggles the video and audio track filters on/off on the timeline or Floating Clip, depending on current focus.*
< \ >	Displays the yellow 'Move' menu.*

Keyboard Shortcut	Function
<Return>	If a Floating Clip or a Clips Bin clip is selected, pressing this key (press twice for Clips Bin clip) places the clip on the timeline at the current timeline cursor position overwriting any overlapping media. If **insert** is ticked (or the <Insert> key pressed), the existing media is split and moves along the timeline accordingly (referred to as 'insert edit'). If **sync** is ticked, a Floating Clip can be placed onto the timeline with its cursor point matching the cursor point on the timeline clip.
<Ctrl>+<Return>	Performs an 'insert edit' regardless of whether the **insert** function is enabled or disabled (see previous <Return> shortcut).
<Insert>	Toggles the GUI **insert** function (ie 'insert edit') on/off.*
<Alt>+<Y>	Toggles the GUI **sync** function on/off.*
<H>	Inserts a edit point at the current timeline cursor position.
<M>	Selects Match Frame mode.*
<Q>	Jumps to the currently selected in point.
<W>	Jumps to the currently selected out point.
<E>, <I>	Marks an in point at the current timeline cursor position.
<R>, <O>	Marks an out point at the current timeline cursor position.
<T>	Marks the current segment selected by the current timeline cursor position.
<D>	Clears the currently assigned in point.
<F>	Clears the currently assigned out point.
<G>	Clears the currently selected segment.
<Z>	Allows the current segment on the timeline to be lifted.* (in MLT FX this toggles zoom levels).
<P>	Extends the end of a clip segment from its current position to the current timeline cursor position.*
<C>	Placing the timeline cursor on an edit point then pressing this key trims back 10 frames from this edit point. If the timeline cursor is placed elsewhere, pressing this key moves the edit point to the current timeline cursor position and trims from there.
<V>	Placing the timeline cursor on an edit point then pressing this key trims back 1 frame from this edit point. If the timeline cursor is placed elsewhere, pressing this key moves the edit point to the current timeline cursor position and trims from there.
<B>	Placing the timeline cursor on an edit point then pressing this key trims forward 1 frame from this edit point. If the timeline cursor is placed elsewhere, pressing this key moves the edit point to the current timeline cursor position and trims from there.

copyright © Quantel Ltd 2001-2013

Keyboard Shortcut	Function
<N>	Placing the timeline cursor on an edit point then pressing this key trims forward 10 frames from this edit point. If the timeline cursor is placed elsewhere, pressing this key moves the edit point to the current timeline cursor position and trims from there.
< [>	Placing the timeline cursor after an edit point then pressing this key trims (ie 'tops') the start of the clip segment to the current frame.
<] >	Placing the timeline cursor before an edit point then pressing this key trims (ie 'tails') the end of the clip segment to the current frame.
<F2>	Displays/hides the paint palette which allows colours to be selected and mixed.
<F8>	Shows/hides the optional one shot image corrector menu.*
<F9>	Selects Match Frame mode.*
<F5>, <Y>	Displays the Video Transition Menu that allows a cut, dissolve, wipe or custom transition to be selected. The actual settings used for the wipe, dissolve or custom transition (eg a wipe shape and its position about the edit point) are those previously set in the Trim/Transition Window (see later in this chapter); but these can be changed as required.
<Alt>+<Insert>	Solos the upper selected video and audio track.
<Alt>+<Delete>	Mutes/un-mutes selected video and audio tracks.
<Alt>+<V>	Shows/hides voice over GUI functions.*
<Alt>+<B>	Starts/stops voice over recording.*
<Alt>+<S>	Opens the timeline **save** pop-up: press twice to save current clip to Clips Bin.
<Alt>+<T>	Toggles between **save** pop-up's **clip** and **storyboard** boxes.*
<Alt>+<X>	Closes the **save** pop-up without saving the clip.

Audio

Keyboard Shortcut	Function
< / >	Inserts an audio node.*
<F6>, <U>	Displays the Audio Transition Menu.*
<F7>	Displays the Audio Information Menu.*
<1>	Depending on focus, this toggles the timeline or Floating Clip audio track filter (A1) on/off.*
<2>	Depending on focus, this toggles the timeline or Floating Clip audio track filter (A2) on/off.*

Keyboard Shortcut	Function
<3>	Depending on focus, this toggles the timeline or Floating Clip audio track filter (A3) on/off.*
<4>	Depending on focus, this toggles the timeline or Floating Clip audio track filter (A4) on/off.*
<Scroll Lock >	Turns on the audio scrub play-out mode that changes the pitch of the audio to match the speed at which the clips are played or re-wound. With Scroll Lock turned off, audio snippet play-out mode is used.*
<Ctrl>+<A>	Depending on focus, this toggles the video and audio track filters on/off on the timeline or Floating Clip.*
<Alt>+<1>	Toggles the MLT FX timeline audio track filter (A1) on/off.
<Alt>+<2>	Toggles the MLT FX timeline audio track filter (A2) on/off.
<Alt>+<3>	Toggles the MLT FX timeline audio track filter (A3) on/off.
<Alt>+<4>	Toggles the MLT FX timeline audio track filter (A4) on/off.
<Alt>+<Insert>	Solos the upper selected video and audio track.
<Alt>+<Delete>	Mutes/un-mutes selected video and audio tracks.

Navigation & Playback

Keyboard Shortcut	Function
<Space Bar>	Starts/stops playing the clip edit currently on the timeline.
<→>	Steps the current frame position on the timeline clip forwards 1 frame.
<⇧>+<→>	Moves forward 10 frames.*
<Ctrl>+<→>	Moves forward 1 second.*
<Ctrl>+<⇧>+<→>	Jumps to last frame.*
<←>	Steps the current frame on the timeline clip backwards 1 frame.
<⇧>+<←>	Moves back 10 frames.*
<Ctrl>+<←>	Moves back 1 second.*
<Ctrl>+<⇧>+<←>	Jumps to first frame.*
<↓>, <S>, < ' >	Steps the current frame on the timeline to the next edit point (or next logged event)
<↑> ,<A>, < ; >	Steps the current frame on the timeline to the previous edit point (or previous logged event).
<J>, < , >	Plays the clip backwards from the current frame on the timeline. Repeated presses increase the speed by 1, 2, 4, 8, 16 or 32 frames.
<K>	Pauses the playing clip.
<L>, < . >	Plays the clip forwards from the current frame on the timeline. Repeated presses increase the speed by 1, 2, 4, 8, 16 or 32 frames.
<5>	Plays the clip forwards at normal speed.

copyright © Quantel Ltd 2001-2013

Keyboard Shortcut	Function
<6>	Plays the clip forwards at normal speed from the currently selected in point to the currently selected out point.
<7>	Jogs backwards 10 frames through the clip from the current frame on the timeline.
<8>	Jogs backwards 1 frame through the clip from the current frame on the timeline.
<9>	Jogs forwards 1 frame through the clip from the current frame on the timeline.
<0>	Jogs forwards 10 frames through the clip from the current frame on the timeline.
<Home>	Jumps to the first frame on the timeline.
<Page Up>	Zooms-in on the timeline around the current frame. Repeated presses increase the zoom.
<End>	Jumps to the last frame on the timeline.
<Page Down>	Zooms-out on the timeline around the current frame. Repeated presses decrease the zoom.

Undo & Redo

Keyboard Shortcut	Function
<Ctrl>+<Z>	undoes the last operation.
<Ctrl>+<R>	redoes the last operation that was undone.

Bins

Keyboard Shortcut	Function
<Alt>+<←>	moves focus left on nested Clips/Server Bins.
<Alt>+<→>	moves focus right on nested Clips/Server Bins.
<Esc>	hides/shows all open media bins on the desktop.
<F4>	refreshes the Server Bin.
<Ctrl>+<↑>, <↓>	moves Server Bin clip selector.
<Ctrl>+<⇧>+<B>	switches focus to Server Bin.
<Ctrl>+<⇧>+<S>	selects Server Bin 'Areas' scroll box.
<Ctrl>+<⇧>+<T>	shows Server Bin clip naming pop-up (ie soft keyboard).
<Ctrl>+<Return>	shows selected Server Bin clip docked to Edit Window.
<Ctrl>+<⇧>+<Return>	shows Server Bin clip docked to Edit Window with history.*
<Ctrl>+<C>	copies a clip that is highlighted in the server bin to the local clips bin.

* Shortcut does not work when MLT FX is open.

Appendix B

About This Manual

This guide covers software available on some Quantel stand-alone and server-connected systems. It may cover functions or options not available on the system you are using.

This guide was written and published by Quantel. The bottom of each page displays the guide's reference number, eg **2140-57-018** plus a revision letter, eg **B** (B being more recent than A which is the original). The publish date is also indicated in the format **mm/yy**. If you require hard copies of this guide, always quote the reference number, revision letter and title.

2140-57-016 revision	**publish date**	*ECO (Change)*	**software version**
A	Jan 2011	E44157	5.0
B	Jan 2012	E44481	5.1
C	**Feb 2014**	**E45152**	**5.3**

copyright © Quantel Ltd 2001-2013

Notices

Maintenance

WARNING (WM2) SERVICE PERSONNEL – MAINTENANCE AND CALIBRATION WITHIN THE EQUIPMENT ENCLOSURE IS ONLY TO BE CARRIED OUT BY SERVICE PERSONNEL (12/97)

Conventions Used

Symbols

See: Reference to other items in this document or in other documents.

Notes: System, software and workflow points to consider and remember.

Tips: Useful hints and advice when undertaking tasks.

Information: Additional hardware or software information which may be useful.

Cautions: Indicate possible damage to (or misalignment of) the equipment if the indicated statements are ignored or the indicated procedures are not followed correctly.

WARNINGS: INDICATE DANGER TO LIFE AND LIMB IF THE INDICATED STATEMENTS ARE IGNORED, OR THE INDICATED PROCEDURES ARE NOT FOLLOWED CORRECTLY.

Text

<Text>	indicates a specific key press on the QWERTY keyboard.
NN/nn	indicates a value entered on a numeric keypad.
Text/text	indicates either a Quantel control panel function or a Windows/Quantel installation/system setting.

Trademarks

Most of the product names mentioned in this manual are manufacturer trademarks and are used within this manual only for the purpose of identification:

Quantel sQ Edit, sQ Cut, sQ View, Quantel sQ Edit Plus Platform, Quantel ISA, Quantel Pablo, Quantel PabloNeo, Quantel NeoNano, Quantel iQ, Quantel eQ, iQ Platform, eQ Platform, Resolution Co-existence and Clipnet are trademarks of Quantel Limited.

XDCAM is a registered trademark of Sony Japan.

Final Cut, Final Cut Pro, QuickTime and Macintosh are registered trademarks of Apple Computer, Incorporated.

Windows and Windows Media Player are registered trademarks of the Microsoft Corporation.

Mocha Tracker is a registered trademark of Imagineer Systems Limited.

All other brand names, product names, or trademarks belong to their respective holders.

GNU GPL/LGPL Applied Software: The software contains elements that are licensed under GNU General Public License (GPL) or GNU Lesser General Public License (LGPL).

This informs you that you have a right to have access to, modify and redistribute source code for these software programs under the conditions of the supplied GPL/LGPL. Source code is available on request; you can contact Quantel Support regarding the source code contents.

MPEG-2 Option Notice: As a condition of the MPEG-2 Intermediate Product license granted to Quantel the following notice must be given to the end-user of this product:

USE OF THIS PRODUCT IN ANY MANNER THAT COMPLIES WITH THE MPEG-2 STANDARD IS EXPRESSLY PROHIBITED WITHOUT A LICENSE UNDER APPLICABLE PATENTS IN THE MPEG-2 PATENT PORTFOLIO, WHICH LICENSE IS AVAILABLE FROM MPEG LA, L.L.C., 250 STEELE STREET, SUITE 300, DENVER, COLORADO 80206.

XDCAM Software License Notice: As a condition of the License Agreement that Quantel has with Sony, the following notice must be given to the end-user of this product.

i. The END USERS may not modify, change, alter, reverse-engineer, disassemble, decompile or otherwise analyse all or any portion of the LICENSED SOFTWARE except as permitted by applicable law;

ii. Any or all warranties associated with the LICENSED SOFTWARE shall be no greater than those contained in the Agreement; and

iii. The limited liability of SONY shall be no less than the limited liability under this Agreement.

XDCAM MPEG 4 Option Notice: The Software includes MPEG 4 visual decoding technology. For this technology, MPEG LA, L.L.C. requires this notice:

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 VISUAL PATENT PORTFOLIO LICENSE FOR THE PERSONAL AND NON-COMMERCIAL USE OF A CONSUMER FOR (I) ENCODING VIDEO IN COMPLIANCE WITH THE MPEG-4 VISUAL STANDARD ('MPEG-4 VIDEO') AND/OR (II) DECODING MPEG-4 VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL AND NON-COMMERCIAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED BY MPEG LA TO PROVIDE MPEG-4 VIDEO. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION INCLUDING THAT RELATING TO PROMOTIONAL, INTERNAL AND COMMERCIAL USES AND LICENSING MAY BE OBTAINED FROM MPEG LA, LLC. SEE HTTP: //WWW.MPEGLA.COM.

copyright © Quantel Ltd 2001-2013

Disclaimer

Quantel Limited accepts no responsibility for the accuracy of the information contained herein and reserves the right to change the contents without prior notice. This document does not form part of the product's Technical or Functional Specification and does not form part of any contractual agreement.

This manual is not product specific and may detail features that are not available on all systems.

Helpdesk & Web Support

24 Hour Helpdesk

tel +44 (0)1635 38508* *fax* +44 (0)1635 815892
email 24hour.support@quantel.com

Website & Downloads (manuals, drivers, plug-ins & software)

http://www.quantel.com go to support–downloads (login required)

* calls may be recorded for training & quality control purposes.

NUGEN VisLM Plug-in Licensing

A license is required to run the NUGEN VisLM. Quantel customers should purchase licenses direct from NUGEN Audio by either:

a Purchasing the product from their online shop, clicking the hot-link within NUGEN VisLM itself.

b Making a purchase from an authorised reseller.

Any support or licensing issues relating to NUGEN VisLM should be directed to NUGEN customer support:

http://www.nugenaudio.com/support.php

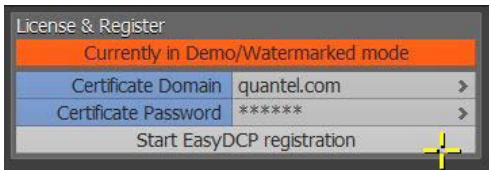
http://nugenaudio.com/licensing.php

Or by emailing:

support@NUGENaudio.com

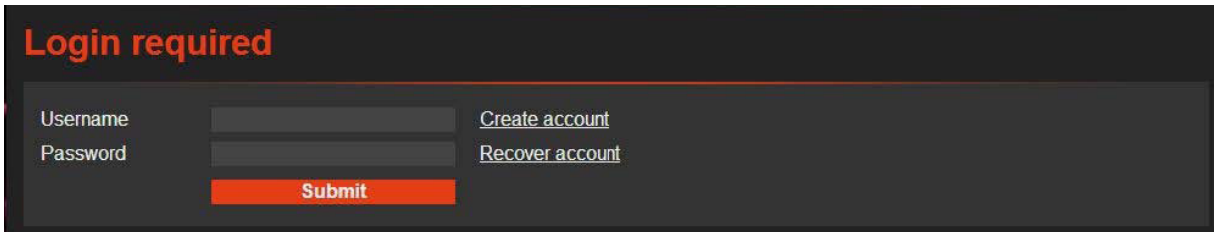
DCP Out Licensing

To license and register the DCP Out option, it is necessary to enter a valid domain name, usually that of your company. This is required for the signing of any DCPs you create. This is used to identify the source of any DCPs created. Along with this you need to supply a password that will be used to create a decryption key.



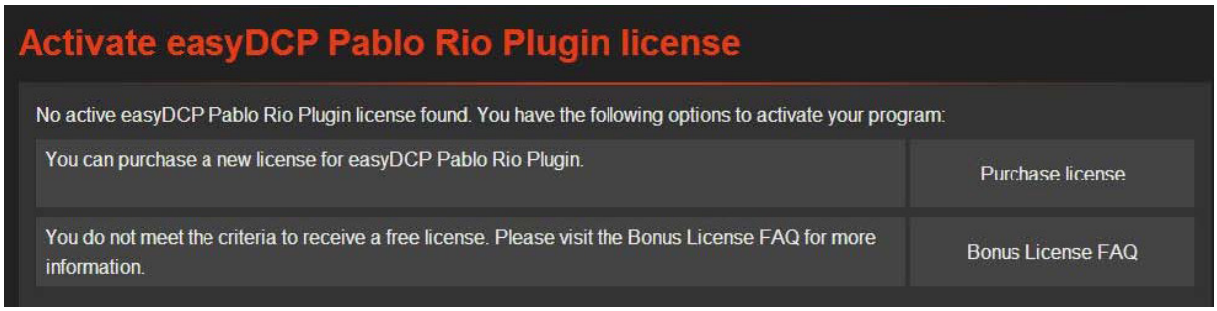
To begin the licensing process, follow the steps below:

1 Click on **Start EasyDCP registration**. This will upload the appropriate data and take you to the easyDCP website.



2 If you don't already have an account you will need to create one by pressing the **Create account** option and filling in the appropriate details.

3 When you're account has been created, log in using your username and password. You will then be taken to the purchasing page.



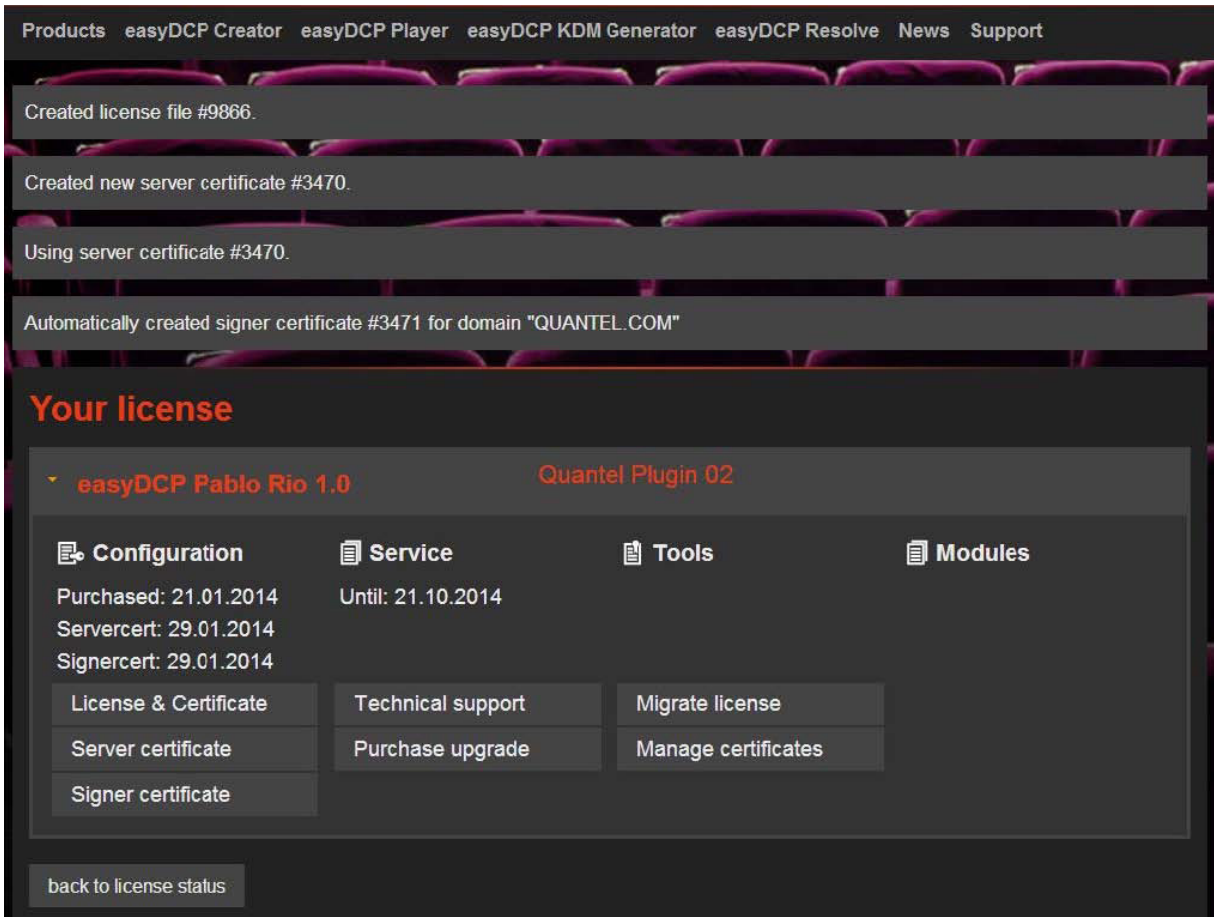
4 Click **Purchase License**.

5 Select **Pablo Rio Plugin**.

6 Click **Purchase** and proceed to the checkout page and complete payment.

copyright © Quantel Ltd 2001-2013

7 After payment, you can download the license file by clicking on the **License & Certificate** tab as shown below.



8 Save the file into the directory C:\Data\User\DCP.

9 Reboot the Pablo PA software and go to the **DCP Out** menu. After a few seconds the **License and Register** dialogue box will disappear.

At this time all the signing and encryption certificates will be written into the 'C:\Data\User\DCP\My Certificates' folder. Any DCP Outs generated from this point are no longer watermarked.

Appendices

copyright © Quantel Ltd 2001-2013